THE ADVENTURER™

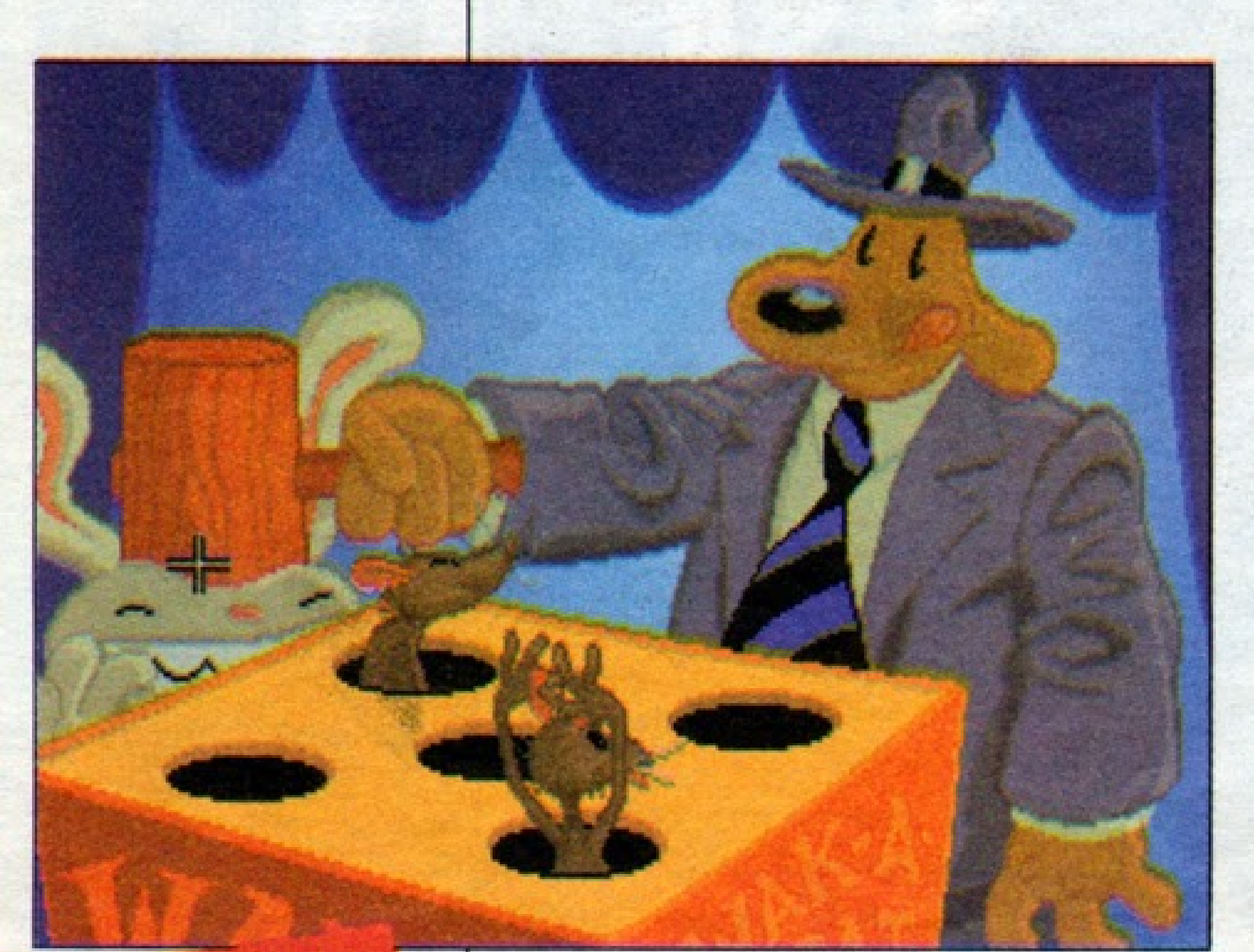
THE DIG™





Sam & Max are coming to a computer screen near you for Christmas '93.

Sam & Max® Hit the Road



Coming Attractions

By Wendy Clark

Much more than a mere "dog and bunny" game, Sam & Max® Hit the Road is an upcoming, offbeat graphic adventure from LucasArts featuring two characters as weird as Zippy the Pinhead or as wacky as Ren and Stimpy. As the only two animal freelance police partners, Sam and Max have a style all their own.

Sam & Max are the inspiration of comic book artist, Steve Purcell. Sam, a canine "Sam Spade" character, complete with badge and bumbling walk, puts his detective powers to the test. His trouble-making, smart-aleck side-kick is Max, an adorable rabbit with a mind of his own. Together, Sam and Max take game players on a road trip through America's quirkier underside in a quest to solve the mystery of a missing Bigfoot.

For centuries there have been stories of tremendous man-beasts that lurk in the forests of the world. These beasts are known by many names, such as Yeti, Sasquatch, and the ever-popular Bigfoot. The stories are almost always the same: a brief sighting, a fuzzy photograph, an unbelievable witness, the usual stuff of myths. Yet, unlike many mythologies, the legend of the Bigfoot is essentially true. The Bigfoot exist. One of them, a big, hairy, side-show attraction named Bruno, has escaped!

Sam and Max, Freelance Police, appear indifferent as they return to their comfortable office having wrapped-up yet another grueling case. They simply wish to rinse the blood and ichor off their fluffy paws before kicking back to enjoy some mumbly peg, darts, or TV.



MAX



Sam and Max have little time to relax, thanks to an urgent message from the Commissioner. The Freelance Police receive instructions to meet their contact, a bitter but street-wise talking kitten, in front of their office building. They leave, in no great hurry.

Down on the street, the kitten contact informs Sam and Max of "big, nasty trouble at the carnival." Deciding to check it out, the Freelance Police climb into their boxy but reliable, black and white DeSoto and hit the road.

It's how you play the game...

In their search for Bruno, the missing Bigfoot, Sam and Max travel to various locations throughout America. As our heroes discover clues to Bruno's whereabouts, new destinations will appear on their postcard map, enabling them to explore new and strange roadside attractions.

Game players of all ages and abilities will appreciate a new icon-based interface in Sam & Max Hit the Road, an interface that offers more intuitive command of characters. This "no-verb" interface makes room for full-screen graphics, bigger characters, and more mysterious dialogues. (My favorite dialogue option is the non sequitur icon!)

At times, players may need to take rest-stops during their rollicking, often dizzying tour of the USA. Luckily, the Sam & Max Hit the Road design team has added "Bonus Activity Pages" to the game. By simply clicking on an icon in Sam's inventory, you can choose to whisk away to a screen where you can play "dress-up" with the Freelance Police or "highway-surf" for a while.

(What the designers are saying...)

Sam & Max Hit the Road designers, Sean Clark and Michael Stemmle, refer to the game as "the first legitimate attempt by a computer game to successfully combine the works of Jack Kerouac and Hunter S. Thompson in a funny animal-buddy cop milieu." However, putting all literary allusions aside, Sean and Mike prefer to think of their Sam and Max game as "a convenient excuse to draw large balls of twine, giant cement dinosaurs, and green things hanging out of the noses of Mount Rushmore." Oh yeah, and they promise never to say milieu again.

The ride of your life

If you only play one "dog and bunny" freelance police adventure game this year, make it Sam & Max Hit the Road. This adventurous road-trip promises a rollicking romp through backwater America and much, much more. You'll visit a Snuckey's restaurant, survive the Mystery Vortex, and even bungee-jump out of a president's nose! So, hitch a ride with Sam and Max when they hit the road this fall. Don't forget to bring clean underwear. **ESC**

Who ARE These Guys?

SAM founded the excitable and dangerous Freelance Police for two purposes. To be able to deduct blunt instruments as legitimate business expenses and, in his own words, "to protect the rights of all those whose rights seem to require protecting at whatever particular moment seems appropriate or convenient to all involved parties." Although he can strike an imposing figure, Sam has a soft, squishy side and loves kids and animals, as long as they don't cross him.

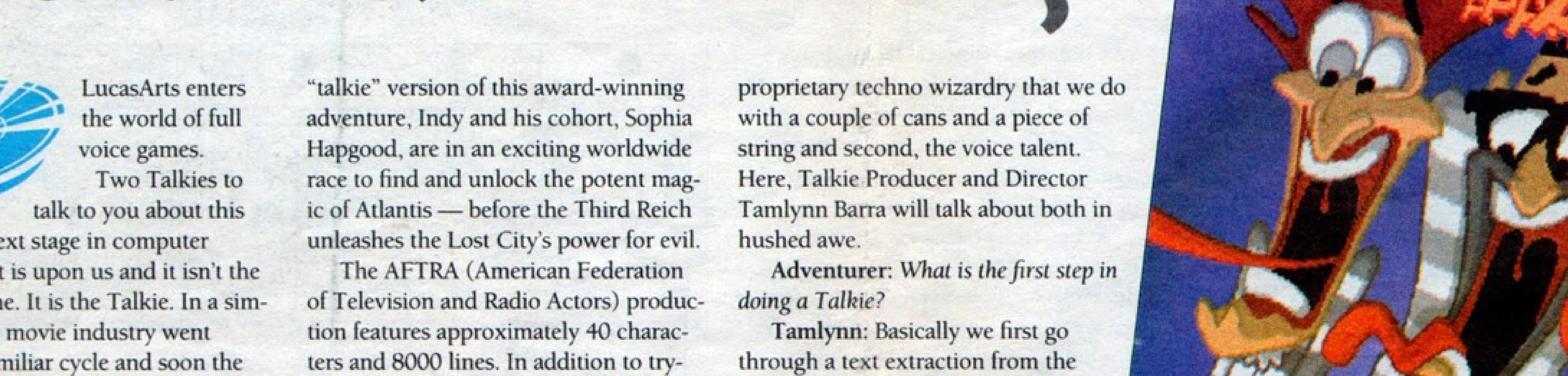
MAX is the hyperkinetic, distracted co-member of the Freelance Police. Shortly after his apocryphal birth from a large eagle's egg, Max displayed an early aptitude for bullying, intimidation, and relentless adorableness. His turbulent youth included a brief series of unfortunate hitchhiking incidents (for which he was never successfully convicted) followed by an unconfirmed stretch as a male exotic dancer. He presently enjoys the high-spirited life of a fake cop.

SAM



The Talkies Are Coming! The Talkies Are Coming!

"The first cartoon family of interactive insanity" are about to make history.



LucasArts enters the world of full voice games.

Two Talkies to talk to you about this issue. The next stage in computer development is upon us and it isn't the 3DO machine. It is the Talkie. In a similar vein, the movie industry went through a similiar cycle and soon the norm will be the Talkie in the software industry. Following our first foray with *Loom*, full Talkie production is now with us as part of the normal development cycle. The next two Talkies from us will be *Day of the Tentacle* and *Indiana Jones and the Fate of Atlantis*.

In *Day of the Tentacle* you will learn the true meaning of life, just why did the tentacle cross the road? With Chuck Jones (creator of Road Runner and Pepé Le Pew) and Warner Brothers cartoons as its inspiration, *Day of the Tentacle* features a cast of expressive, hilarious characters; exaggerated, colorful settings; full-screen wacky animations; and wall-to-wall loony sound effects integrated into an iMUSE™ sound track. You will alternate among three kids — Hoagie, a laid-back roadie for a heavy metal band; Laverne, a slightly crazed med student; and Bernard, a well-meaning computer geek — to save the world from Dr. Fred's mutant tentacles. Though temporarily trapped in different times, the kids must cooperate to successfully complete their mission. Dr. Fred, Nurse Edna, Weird Son Ed and Dead Cousin Ted Edison "the first cartoon family of interactive insanity" are about to make history (figuratively and literally) in the hilarious sequel to *Maniac Mansion®* — *Maniac Mansion 2: Day of the Tentacle.* In this interactive cartoon adventure you will have to save the planet from Dr. Fred Edison's mutated pet tentacles. The CD game will feature full-voice throughout, and the PC version will have a "talkie" introduction.

Meanwhile the man in the hat is back and this time he's talking! A toothy grin followed by the beguiling words, "Trust me" — classic Indiana Jones. These words were uttered to every one of Indy's leading ladies — in the movies. Now Indy will be waxing eloquently in his first original interactive CD-ROM adventure, *Indiana Jones and the Fate of Atlantis.* In the full-voice "talkie" version of this award-winning adventure, Indy and his cohort, Sophia Hapgood, are in an exciting worldwide race to find and unlock the potent magic of Atlantis — before the Third Reich unleashes the Lost City's power for evil.

The AFTRA (American Federation of Television and Radio Actors) production features approximately 40 characters and 8000 lines. In addition to trying to find the right voice for Indy, there are characters in the game from all over the world — all with their particular accents.

How to Make a Talkie

Take 8 oz of plot, 4 oz dialog, 12 egos (hey they're actors, and good ones), a pinch of fiscal responsibility and 4 grated nerves. Mix well in a studio, beating it until there are no lumps. Schmooze until just the right consistency and then serve hot.

But really. There are two sides to a Talkie production. The super mondo proprietary techno wizardry that we do with a couple of cans and a piece of string and second, the voice talent. Here, Talkie Producer and Director Tamlynn Barra will talk about both in hushed awe.

Adventurer: *What is the first step in doing a Talkie?*

Tamlynn: Basically we first go through a text extraction from the code, then pass the dialog through a filter to get all the lines sorted by character for each scene.

Adventurer: *What's the input of those dastardly Project Leaders?*

Tamlynn: I meet with Project Leaders to get voice ideas, based on their "vision" for the characters. For example, in Dott, Tim and Dave had an idea for Bernard to be done by someone with a voice similar to Richard Sanders, the actor who plays Les Nessmen of *WKRP In Cincinatti.* We got lucky and found him actually available.

Adventurer: *So how many times has someone's cousin Veronica been used?*

Tamlynn: I decided early on to use only professional talent. I contact the voice talent, all AFTRA union people, and send them b & w inspirational sketches of each character and game info. They do their best version of how they see each character onto an audition demo tape. We narrow those to the best ones.

Adventurer: *Are you constricted by*

Continued on page 16

Deep Trouble in Deep Space: Steven Spielberg and LucasArts Team-up to Create The Dig™

The year is 1998. A mile-wide asteroid hurtles out of deep space, threatening Earth with collision. A space shuttle crew sets out on a desperate mission to prevent a global catastrophe — and finds itself swept away by an alien booby trap to a distant world of danger and mystery, sudden death and awe-inspiring wonder.

This is *The Dig*, an exciting space interactive adventure by film maker Steven Spielberg and game designer Brian Moriarty, to be published by LucasArts in the winter of 1993.

The Dig puts the player in the magnetic boots of Boston Low, commander of a team of space explorers stranded on a hostile planet millions of light-years from Earth. Sifting through the ruins of a lost civilization, Low must deal with the fear and treachery of his mutinous crew as he struggles to find a key to the alien technology that can return them all to Earth. A fabulous secret older than history awaits Low and his crew — but only if they can survive long enough to prove themselves worthy!



Brian Moriarty



Steven Spielberg

Spielberg, a computer game enthusiast, is internationally acclaimed for his ground-breaking science-related films such as *Close Encounters of the Third Kind, E.T. The Extra-Terrestrial* and the upcoming *Jurassic Park. The Dig* is Spielberg's first foray into adventure game development. Moriarty is the author of several award-winning interactive fiction titles, including *Loom®* (LucasArts), *Wishbringer®* and *Beyond Zork®* (Infocom).



Check out our next issue of *The Adventurer* for more details about *The Dig*! **ESC**

As technology gets better and computers get faster, we're able to have more and more complex scenes.



BEYOND CARTOONS

The Art of Day of the Tentacle

by Khris Brown

How do you take a cartoon off television, add dialogue and puzzles, and still have it retain the look and feel of something you'd see in a 1940's movie theater after the newsreel? We asked Lead Artist Peter Chan and Lead Animator Larry Ahern about the process that transforms a handful of pixels into a living breathing character, interesting scenery, and got some insight into how *Day of the Tentacle* (DOTT) sets a revolutionary precedent.

How exactly do the backgrounds of the game get created?

Peter: I meet with Tim and Dave (for those of you keeping notes at home, that's Tim Schafer and Dave Grossman, the designers of DOTT) and find out what the story is, what the puzzles are going to be, how the dialogues work, and where the characters are going to be standing. Once we figure out what's going on in each room, I create a quick thumbnail sketch to outline the basic idea, and this becomes a story board that I can show the project leaders. After this, I make more formalized black and white drawings and meet with the Lead Animator, which in this case was Larry, to make sure that the characters he's drawing will fit through my doors and be able to reach my objects. Then we have pizza orgies and group meetings, so we can figure out what we're going to keep and not keep in terms of rooms.

When those decisions are made, I move on to the color stage — making drawings with markers. We don't want the art to look as if it is scanned art. So this time around we used markers only to the point of where we had a good idea concerning the color scheme, and then we scanned it into the computer and then worked on finalizing the picture. We touch it up and smooth it out a bit, because you don't want people to know whether you've drawn the scenery or scanned it — the technique should be completely invisible. We want people to immediately see the character, the scenery and automatically say, "Hey that's a cartoon!"

Larry: The DOTT project leaders and lead artists had a big preliminary meeting to discuss the characters in general. What are the characters going to be like and what are their motivations. A lot of my ideas for Bernard came from talking to everybody on the project. We knew he was a geeky, nerdy kind of hyper intelligent guy, and this translates into what he looks like. In this initial meeting there were a bunch of ideas floating around. I took the ideas I got from the sketches we made on the white board and created a character drawing for the Project Leaders to approve.

Once you make the characters, how do they actually get incorporated into the game?

Larry: Everything about how we approached the product was done as if we were really making a cartoon. As with a real cartoon, all the original character designs were done on paper, and then scanned into the computer. The size of our characters is so big that once they're scanned in we can smooth out their lines and translate it into a computer animation, using pixels now instead of pencils.

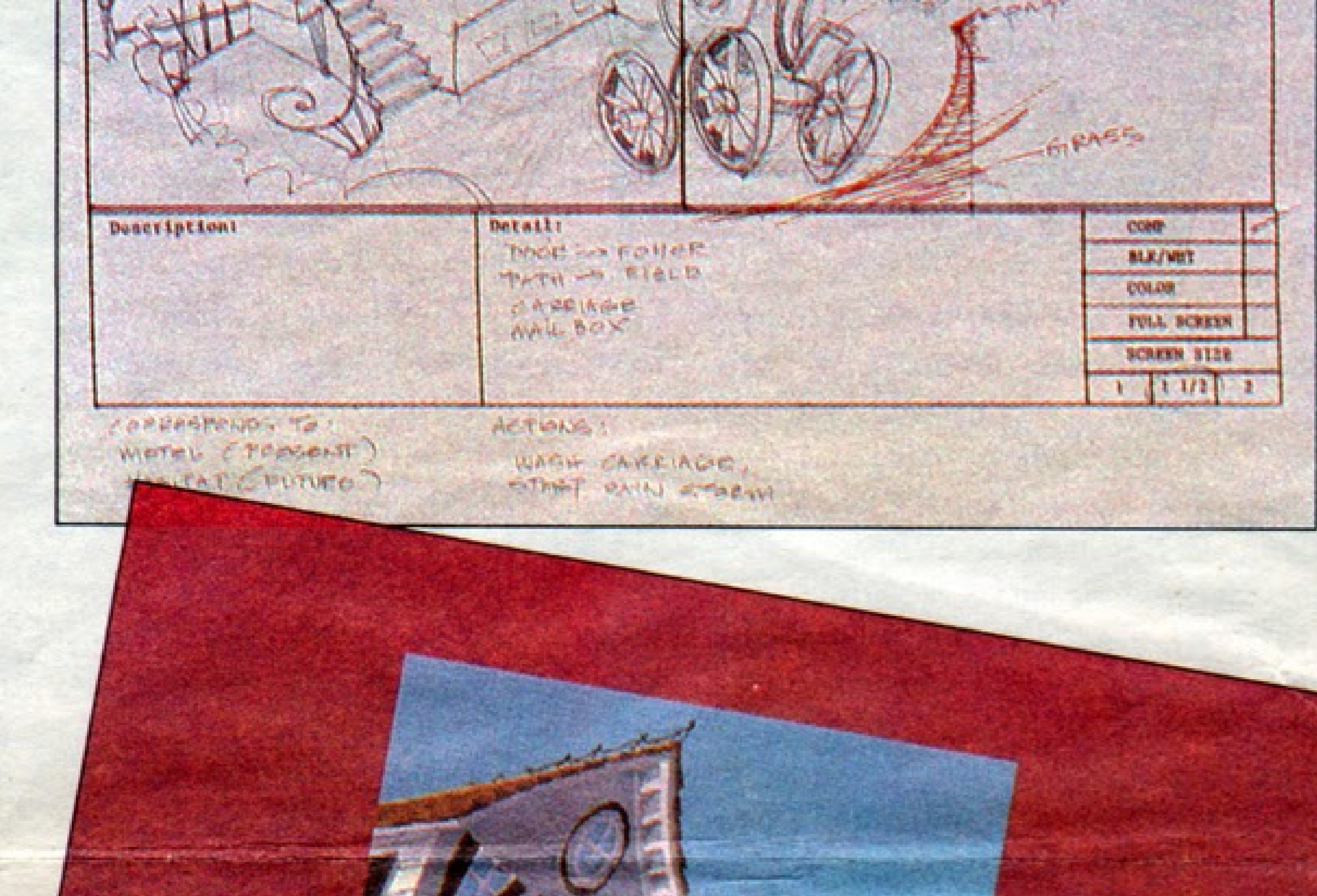
This works better for the cartoon because you can't get the grand sweeping style of a line with a mouse like you can with a pencil. Since the style we're using is "cartoony," I wanted to make huge characters where you could really see the expressions on their faces.

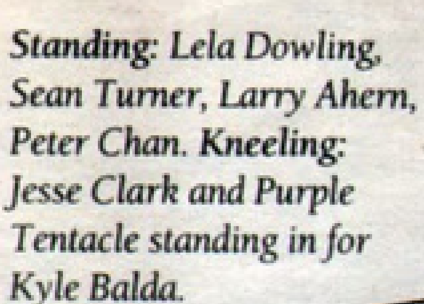
Previously we had relatively small characters, where their eyes were just two dots, but with *Day of the Tentacle* the people are huge. As it is a cartoon, I was able to make them look a bit unrealistic, which gives us the perfect opportunity to show the exaggerated expressions and larger than life activities. It's something that you can't really get away with in say, "Indiana Jones" because he's supposed to stay within certain boundaries.

So, once you have a character and you know what he's going to look like, how do you determine technically how he moves and walks?

Larry: I do a character sheet, just like with cartoons, showing all the characters' movements. For example, just exactly how far his hand reaches out and what his gestures are. For Purple Tentacle, I determined his walk cycle and how he looks when he's hopping. We do this so that other artists, and the programmers, can work from this walk cycle and this keeps the project uniform.

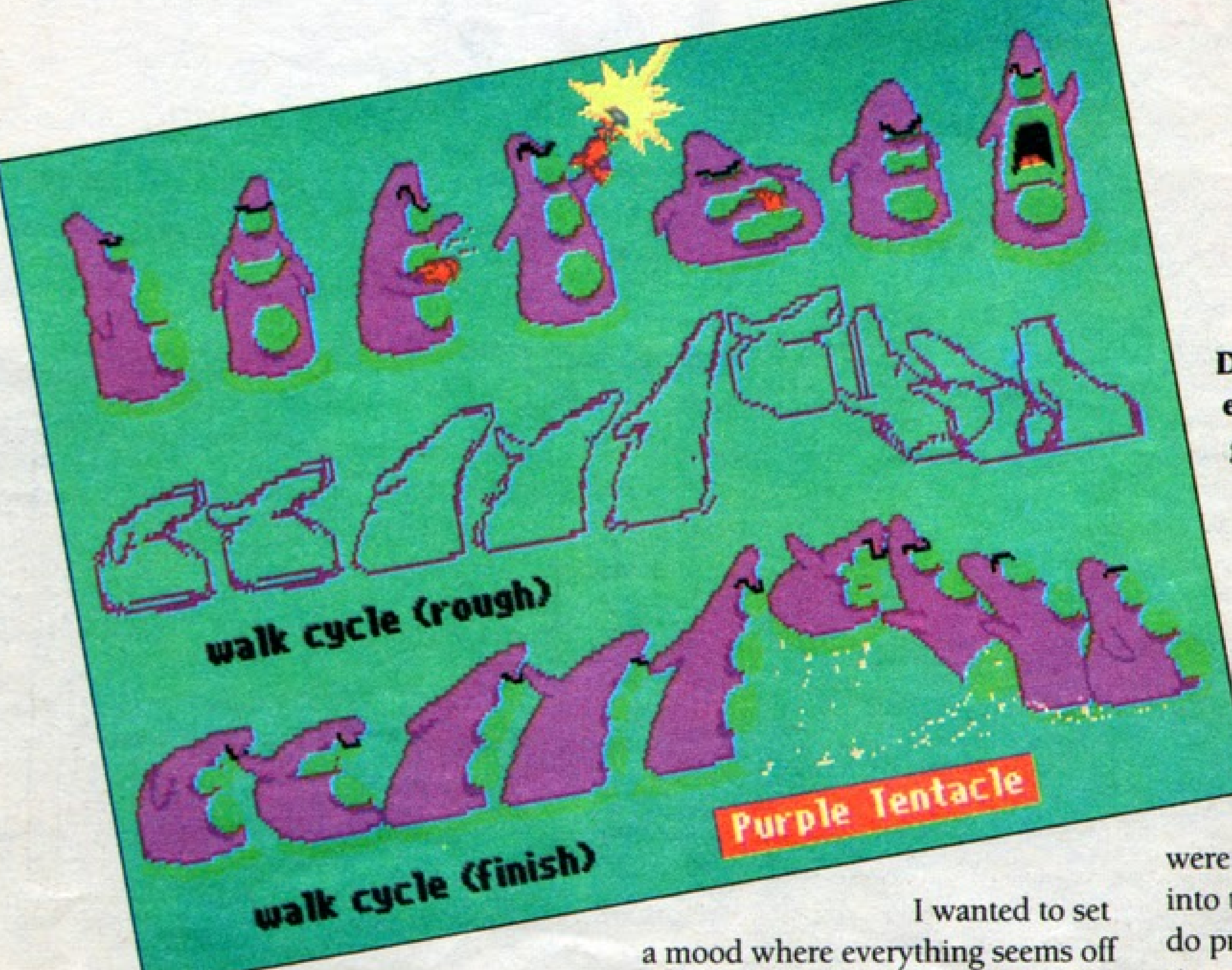
Visually we tried to make this look as much like an animated film as we could. This means it differs from other games, because of the flat colored characters with outline colors. In a previous game, such as *Monkey Island* or *Atlantis*, the design and artistic team attempted to fully render the character, which will use a lot more colors, and will take a lot more CPU time to draw. This is more limiting if you're concentrating on wacky animations. This situation occurs with many cartoons, where the characters are all very simplified and the backgrounds are an extremely elaborate complex. Disney movies are a





Standing: Lela Dowling, Sean Turner, Larry Ahern, Peter Chan. *Kneeling:* Jesse Clark and Purple Tentacle standing in for Kyle Balda.





good example of this. For DOTT, not having to have an incredible amount of shadowing and detailing gives you a lot more flexibility with the actual animation and movement of the characters.

How does that flexibility apply to the background and scenery art?

Peter: With the background, we went for a very Maurice Noble/Chuck Jones 1950's style inspired mostly by Warner Brothers cartoons like "What's Opera, Doc?" and "Duck Dodgers in the 24th and a Half Century."



I spent most of my Saturday mornings watching the Tweety Bird Hour with my finger on the VCR record button hoping that Chuck Jones directed cartoons would come on so I could go back and study Maurice Noble's (Chuck Jones background artist on such cartoon greats as RoadRunner, Pepe Le Pew, and many Bugs Bunny cartoons) style. The great thing about his work is that it looks simple and styled, but is incredibly interesting. He was just fantastic, and totally inspired me to try to come up with something really different from what is the norm in the industry. He could draw an entire mountain with three colors and it would be chiseled, while at the same time projecting a whimsical look.

I wanted to set a mood where everything seems off kilter and a bit strange, but amusing at the same time. Along with this, as with the characters, I tried not to render everything to death. We're not after the goal of photo realism, and in DOTT things are very stylized. It's still three dimensional, but more simple, and that ultimately gives us a better depth.

How does our blending of technology differ from other "cartoony" games'?

Larry: A lot of those games seem, to me, to be game makers hiring traditional animators and telling them, "Do whatever it is you do. Then we'll get someone to scan it in and we'll make a game out of it." To an extent, in some of these products, the blend between animation and computing does not work well.

We believe that ours is succeeding, and working well, because we're blending styles and concentrating on how the game ultimately will look on the computer. Because we've worked on computer games in the past and also are trained animators and scenery creators, we can recognize the importance of the computer without sacrificing the creativity we initially get with pencil drawings.

We believe we are getting better and better at making sure nothing gets lost in the translation between pencil and pixel.

Do you think this will have an effect on the way people make games?

Peter: The most important thing to me was the open environment we had with Dave and Tim. They really trusted us and just let us go to town with what we believed would look best. If anybody on the art team had a good idea or suggestion, it was considered. Tim and Dave were willing to shoehorn a lot of things into the game that they weren't able to do previously. The blend of old animation and new computer technology make the game graphics great, but teamwork for us was an extremely vital asset.

Larry: As technology gets better and computers get faster, we're able to have more and more complex scenes. This really pushes the envelope to the limit. The best feeling was to not be limited by technology. Instead of thinking, "Here's the technology, what can we do with it?," we said, "Here's what we want to do, let's create the technology around it." That viewpoint really helped us create things that haven't been seen before. **ESC**

The best feeling was to not be limited by technology.



SUPER EMPIRE STRIKES BACK® FOR SUPER NINTENDO

Yahoo, you're all clear kid! All clear to jump right into *Super Empire Strikes Back*, the sequel to the best-selling Super Nintendo game *Super Star Wars®* Available for Christmas of 1993, the battle between Luke Skywalker and the evil Empire continues as Luke learns the ways of the Force from Yoda and directly confronts the vile, Darth Vader.

Super Empire Strikes Back will be a 12 megabit cartridge, making the game 50 percent bigger than Super Star Wars. With 12 megabits, we're able to include features we were forced to leave out of the 8 megabit Super Star Wars. This means we'll have more Mode 7, more detailed backgrounds and complex animations, and much more digitized speech. We also plan to include a password system to allow access to higher levels.

Super Empire will introduce several innovations to Super Nintendo technology. The game expands the current capabilities of Mode 7 by featuring high-speed flying sequences over mountainous terrain. Previously, Mode 7 was limited to travel over flat surfaces. Additionally, weather conditions vary thoughout the game. On Hoth, for instance, Luke must navigate through a blinding snow storm.

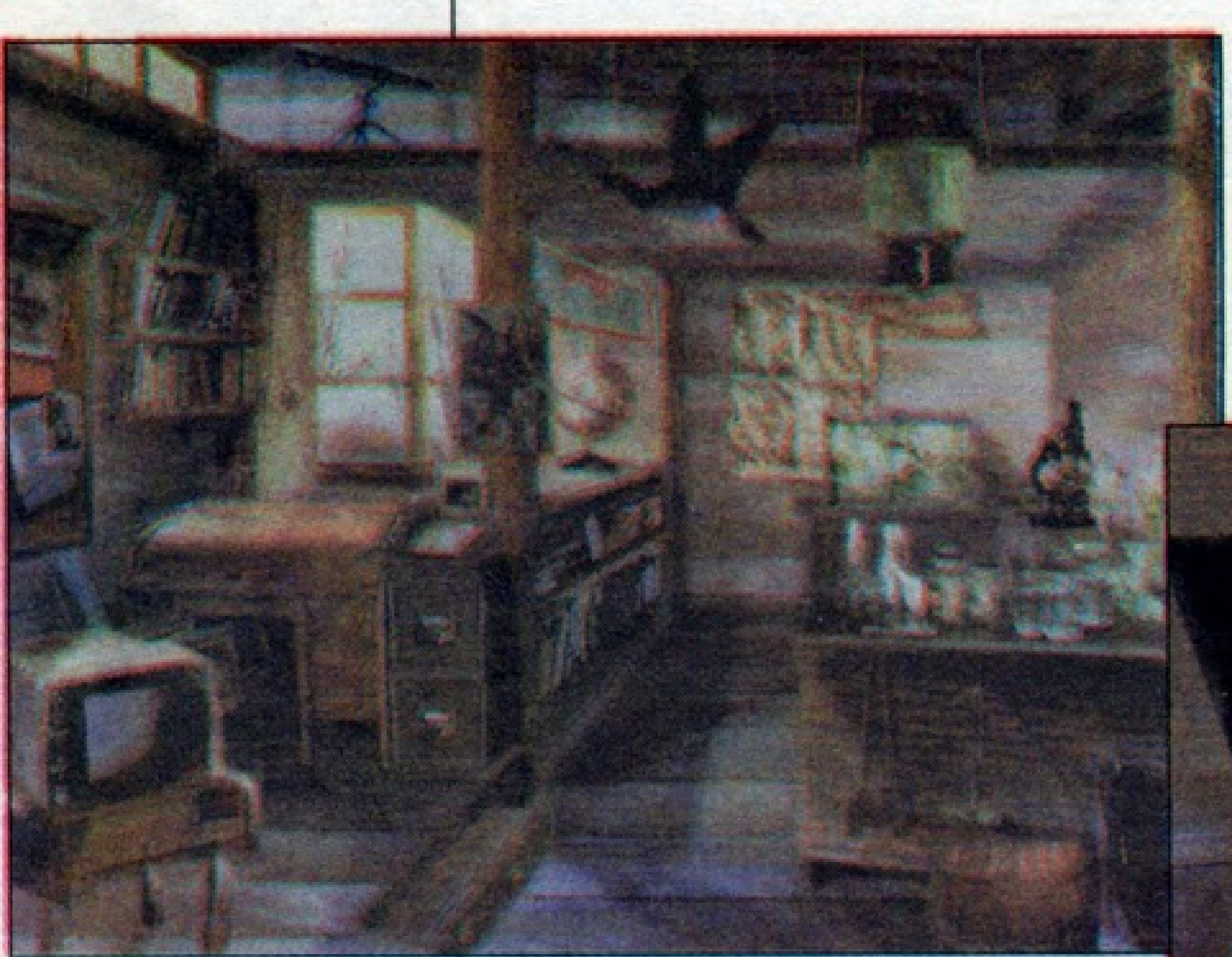
Super Empire Strikes Back closely follows the plot of the second installment of the "Star Wars" trilogy. You will control Luke Skywalker, Han Solo and Chewbacca as they make their way through this epic adventure. As Luke, you must survive with the Tauntaun against horrible Hoth ice creatures; undergo rigorous Jedi training with Yoda on Dagobah to learn the ways of the Force; and rescue Han, Leia, R2 and C-3PO from the clutches of Darth Vader. As Han and Chewie, you must defend the new Rebel base on Hoth against an onslaught of Imperial troops; pilot the Millennium Falcon in deep space; and battle bounty hunters in the Cloud City on Bespin.

Super Empire will feature over a dozen levels packed with a combination of familiar and never-before-seen aliens, enemies, boss monsters and locations. Playing perspectives alternate between sideways scrolling, first-person and thrilling Mode 7 flight sequences. Three depths of playing fields create an interactive 3-D universe that will be brought to life with digitized speech, movie sound effects and the original John Williams' musical score. **ESC**



Paul Parkranger is an amiable and somewhat scatter-brained "environmental detective."

FOWL PLAY!



Inside Paul's Cabin *(left): His world is yours to explore with a simple click of the mouse. Students and teachers alike are encouraged to discover how each and everything in this wetland lodge is layered with clues, research, and surprises.* ***Paul Parkranger*** *(pictured right), an eccentric character with hints of Sherlock Holmes and Dudley Do-Right, has been called away on an environmental emergency. He's left behind a myriad of clues to help students crack the case of why ducks are disappearing from the wetlands.*





"...Four quacks for *Paul Parkranger & the Mystery of the Disappearing Ducks"*
— *Ruddy Duck*

Some of America's youngest ecological detectives have been assigned a mission. Their case: to discover why wild ducks are vanishing from America's wetlands. Such a task might normally exceed the capabilities of a typical class, but these students are armed with a compelling new learning tool: An interactive multimedia product entitled *Paul Parkranger and the Mystery of the Disappearing Ducks.*

Developed by the creative talents at LucasArts Entertainment Company, with the expertise of The National Audubon Society, Paul Parkranger presents an environmental mystery that encourages middle-school students to discover the wonders of science. Specifically, it teaches fifth- through ninth-graders general life science topics with emphases in the areas of biology and ecology. A Macintosh LC, CD-ROM, laserdisc player, and a good dose of curiosity are the tools needed to follow the ducks' elusive trail.

Paul Parkranger, an amiable and somewhat scatter-brained "environmental detective," introduces students to the mystery: why are ducks vanishing from America's wetlands? When Paul suddenly is called away to solve other environmental crises, he confidently turns over the role of "chief investigator" to the students. Paul eagerly invites the students into his cabin where he has stored an eclectic collection of artifacts, decoys, books, notes, videos and other surprises. Using the simple "point and click" interface, students begin their investigation by accessing instantly a multitude of objects in the cabin. Students may browse through a file cabinet, experiment with lab equipment, peruse Paul's field guide, study maps on such topics as flyways and water systems, analyze scientific data, and examine field sites. From time to time, Paul checks in with the student sleuths via his "pictaphone" to offer thought-provoking questions (with a dose of naturalist humor).

One of several multimedia products developed by LucasArts, *Paul Parkranger* draws upon a vast library of compelling film footage. The experience also incorporates brilliant still images, captivating graphics and illustrations, and short, instructive video clips that make the story come alive. Natural sounds, voice-over narration, and original music give the product an

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Rebel Assault™

Full Voice 3D "Star Wars®" Arcade /Action Game on CD

What does it take to fly for the Rebel Alliance? Courage, loyalty, quick reflexes, a keen eye and, some say, The Force. All you need, however, is a little metallic disk. Buckle up because we at LucasArts Entertainment Company are introducing Rebel Assault, a screamingly intense arcade / action game with 15 heart palpitating levels of fast flying and fighting that is not recommended for the faint of heart. Rebel Assault will be available for PC CD-ROM, Sega CD (published by JVC) and CD-I (published by Philips Interactive Media) in late 1993.

In *Rebel Assault,* you take the controls of a T16 Skyhopper, and X-Wing and A-Wing starfighters in a variety of challenging piloting, targeting and combat scenarios. Several initial training sessions test new pilots' mettle. After honing their skills, pilots encounter three intense combat tours — defending Tatooine against Imperial attack; battling for possession of the Rebel base on Hoth; and flying in the infamous attack on the Death Star.

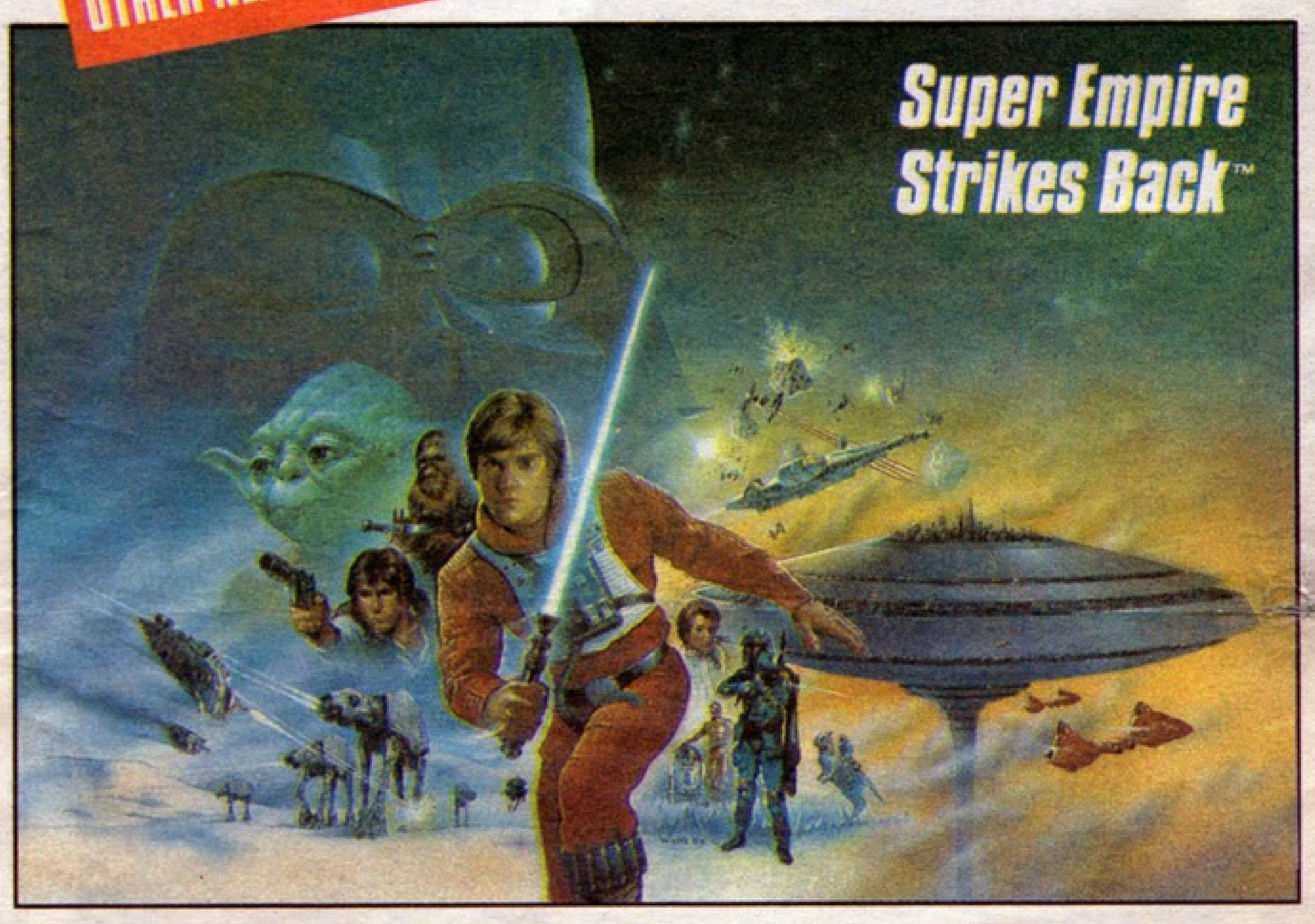
Game visuals are astoundingly realistic with art rendered in camera-perfect perspective using advanced 3D modeling techniques. We've used 3D art sporadically in past games, but this is the first time we've ever used it throughout an entire game. The result is a universe that envelops you — complete with rocky planet surfaces, sleek ships and pock-marked asteroids. Hold on to your R2 unit, Rebel Assault features full-voice throughout, digitized movie sound effects and full-motion video cut scenes inspired by "Star Wars." More details next issue. **ESC**



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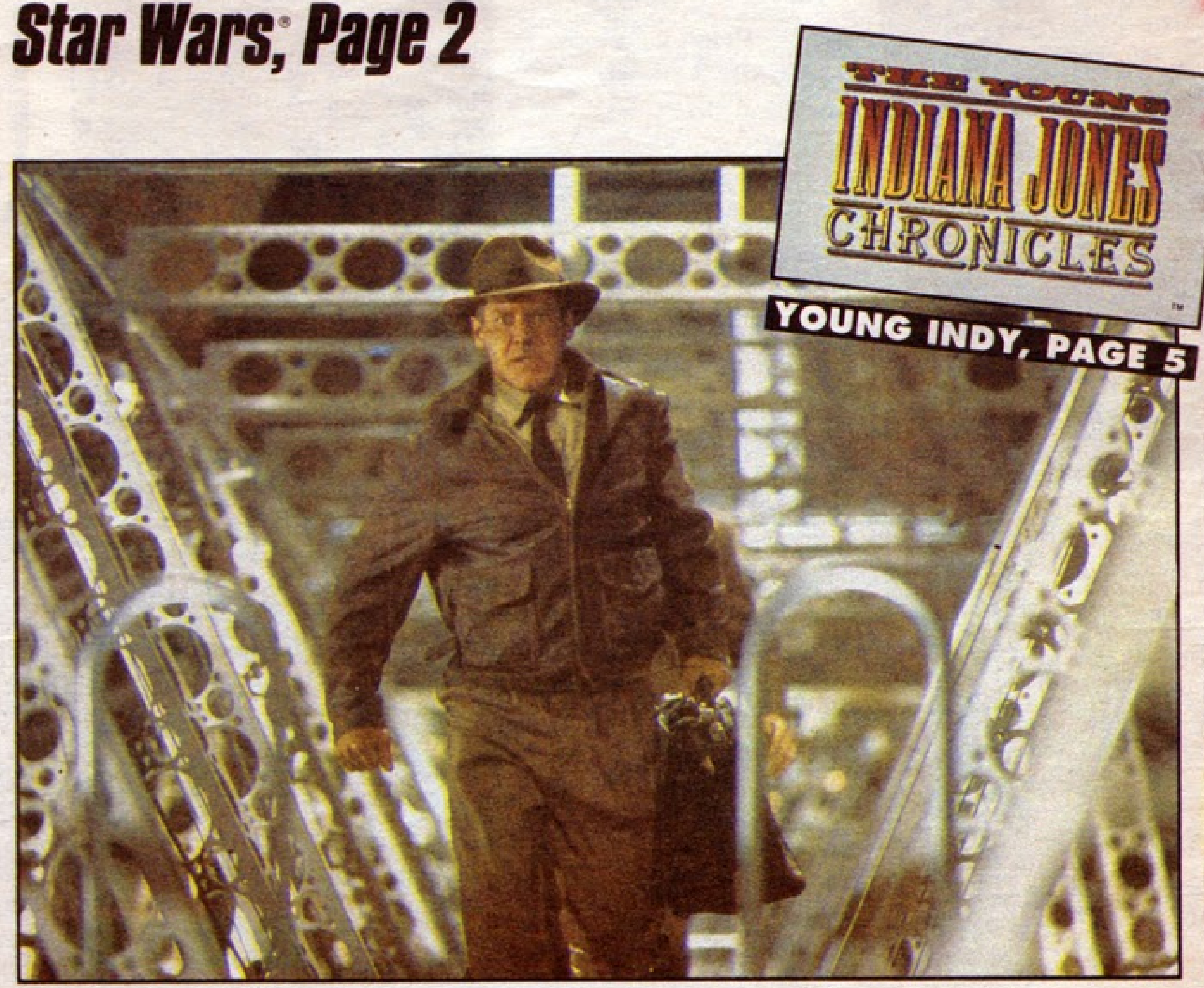


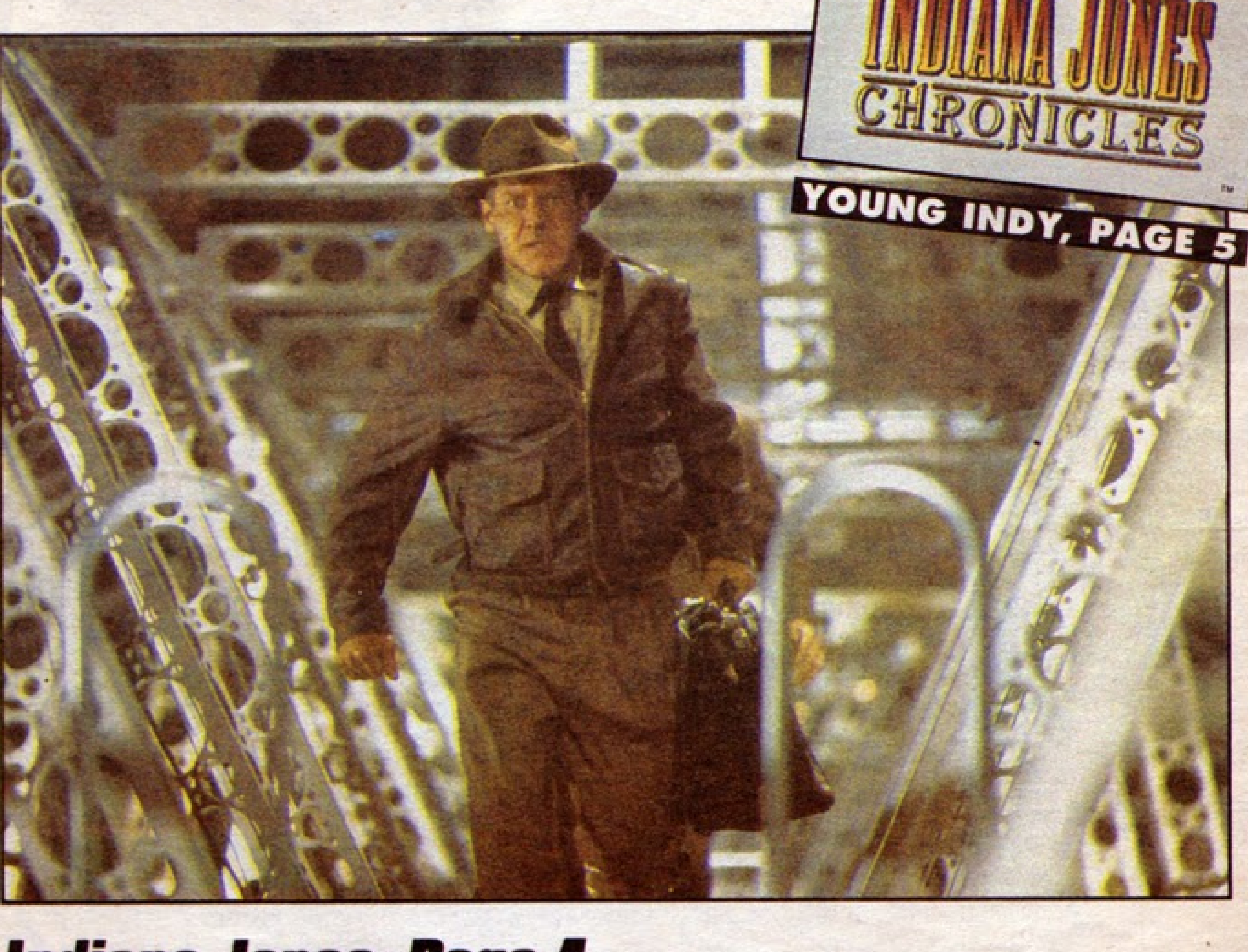
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Me 262 P-47 Go 229 P-51

Hurricane Stuka Spitfire Bf 110

Flight Simulators, Page 6





Indiana Jones®, Page 4

Day of the Tentacle™

Bernard

Hoagie

Laverne

More Fun & Games, Page 7

STAR WARS®

Star Wars 15th Anniversary poster *(not shown)* 27" x 41" $12.95 (9329)

Star Wars 15th Anniversary poster Signed by two artists 27" x 41" $79.95 (9329S)

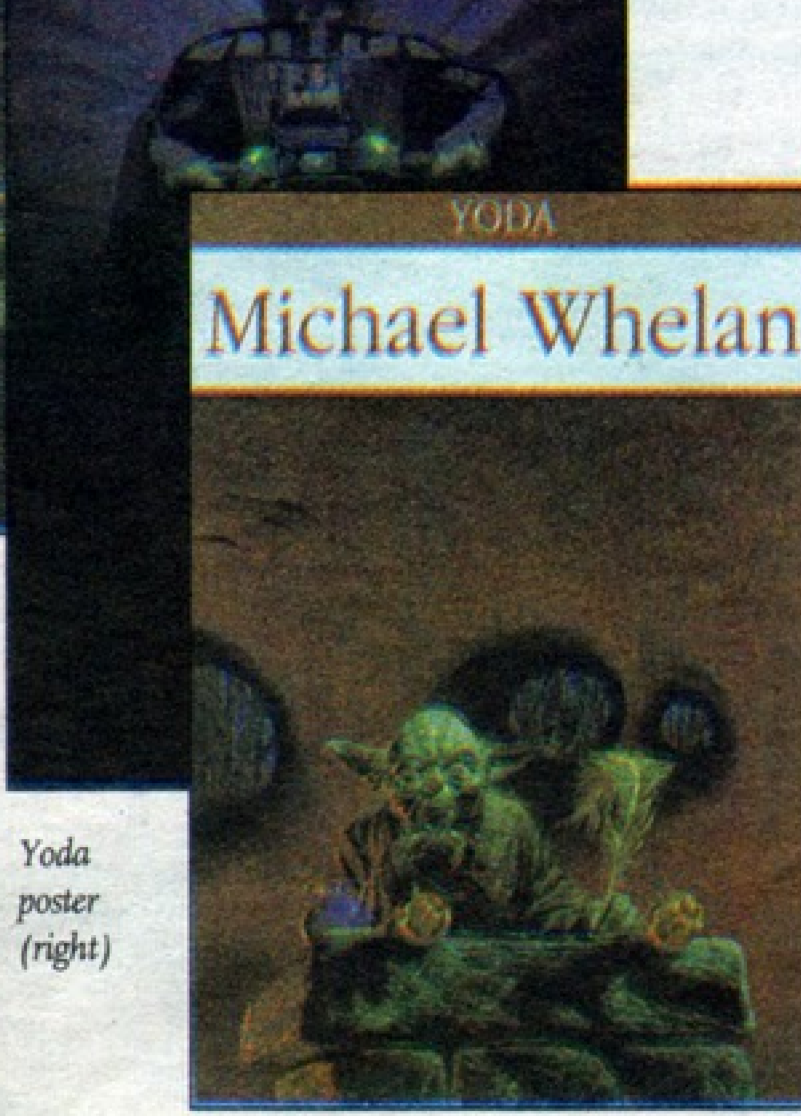






Star Wars Movie Posters

Space Battle Poster (left) Darth Vader (below)



Yoda poster (right)

Saga Checklist poster (above) Empire 10th Anniversary poster (right)

POSTERS

Deluxe Hologram Millennium Falcon™ flight scene picture. Matted and ready to frame, the Millennium Falcon, X-wings and Tie fighters™ leap out of this hologram with the Death Star in the background. Matted size is 8 x10. $35.95 (9127)

Star Wars: From Concept to Screen to Collectible Written by Stephen J. Sansweet, this book takes the reader behind the scenes and features over 150 full-color images, many never before published, of collectible items, movie stills, and prop sketches from the archives of Lucasfilm and Kenner toys. Text includes interviews with George Lucas. $19.95 (3210)

Space Battle Poster 24" x 36" $7.95 (9317)

Space Battle Lighted Picture is a unique addition to your Star Wars Collection. Created with LED lights and Fiber Optics to enhance the visual effect of your poster and framed in a black lacquer frame. All orders ship UPS. Please give street address. Allow 4-6 weeks for delivery of this special item. $199.95 (9317L).

Star Wars Saga Checklist poster 27" x 41" $12.95 (9330)

Empire Strikes Back® 10th Anniversary poster 27" x 41" $12.95 (9333)

Return of the Jedi® 10th anniversary poster (not shown) A brand new poster with the original 'Revenge of the Jedi' art work. This art work has not been reproduced since the name of the movie was changed. Poster will have Return of the Jedi logo in gold foil. $54.95 (9334)

Movie Posters
The original 24" x 36" movie posters.

Star Wars	$7.95 (9314)
Empire Strikes Back	$7.95 (9315)
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Star Wars Darth Vader Poster $4.95 (9293)

Yoda™ Print Give your favorite Star Wars Fan a signed and numbered reproduction of Yoda the Jedi Master, from an original painting by Michael Whelan. This 22" x 19 1/2" print is on heavy archival grade paper. Only 750 copies in print. No character better represents the heritage and magic of Star Wars than Yoda. $135.00 (1000)



Bronze Yoda Statue: Limited Edition Only 50 will ever be made. Made of hallow cast Bronze, with mahogany base. 9" tall and weights 7 lbs. All orders ship UPS. Please give street address. Allow 6-8 weeks for delivery of this special item. $500.00 (9118).

Darth Vader™ Sweatshirt
There have been lots of Darth Vader sweatshirts. But we think this is one of the coolest. 50% cotton, 50% acrylic. Adult sizes. $26.95.

Small (9046) Medium (9047)
Large (9048) Ex-Large (9049)

Space Scene T-shirt
This colorful T-shirt has the Death Star, Tie Fighters and X-wings mixing it up with lots of action. 100% Cotton. $14.95

Small (9039) Medium (9040)
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Death Star T-shirt
The scene and print covers the entire shirt-sleeves, body, front and back. Thoroughly designer. Thoroughly fresh. 100% cotton. $17.95

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Darth Vader Sweatshirt *Space Scene T-shirt* *Death Star T-shirt*

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New Star Wars books by Timothy Zahn available in hardback or on tape. Three book series.

Heir to the Empire™
Hardback $15.00 (9285A)

Dark Force Rising™
Hardback $15.00 (9285B)

Last Command™
Hardback $21.95 (9285C)

Heir to the Empire
Tape. *Read by Dennis Lawson (played Wedge Antilles in movie)* $15.99 (9287A)

Dark Force Rising
Tape. *Read by Anthony Daniels (played C-3PO in movie)* $15.99 (9287B)

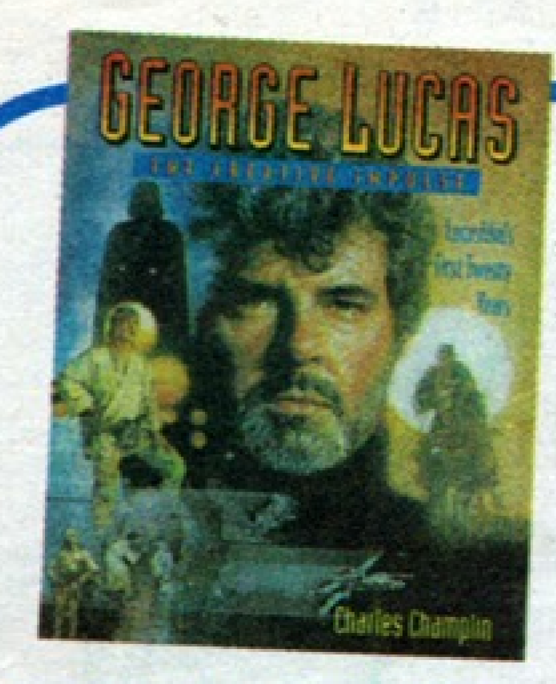
Last Command
Tape. $15.99 (9287C)

Videos

Star Wars Trilogy Every family needs their own set of Star Wars movies. Relive the adventures of Luke, Han and Princess Leia in your own home. Three tapes in a single bookshelf box. Stereo hi-fi. VHS only *Only* $59.95 (9034)

From Star Wars to Jedi: The Making of A Saga A behind-the-scenes movie about the making of the most spectacular trilogy in motion picture history. Spectacular footage from all three films mixed with never-before-seen, unfinished scenes. VHS only $9.98 (9201)

Star Wars Letterbox Trilogy Set See the movies as they were meant to be seen in the original wide screen format. This special edition box has a hologram on the cover, and includes the Making of the Saga and a condensed version of the *Creative Impulse* book, focusing on Star Wars. VHS only $99.98 (9202)



George Lucas: The Creative Impulse

discusses and illustrates all the films in which Lucas has been involved, as well as the many activities of Lucasfilm and LucasArts. Stills, behind-the-scenes shots, and intimate glimpses into the art of the special effect offer a rare visual lesson in how technical feats and human imagination create compelling and enduring art. Published by Abrams. **$39.95** (9305)

Sourcebooks

Heir to the Empire Sourcebook This book details the people, events, places, and equipment which make up the story in Timothy Zahn's first Star Wars novel. **$18.00** (9319)

Dark Force Rising Sourcebook **$18.00** (9320)

The Star Wars Sourcebook A treasure chest of unusual and imaginative information on the Star Wars universe with details on the construction of lightsabers and blueprints to Han Solo's Millennium Falcon, plus dossiers on some of the most prominent people in the galaxy. **$20.00** (9321A)

The Imperial Sourcebook All the secrets of the most evil Empire in the galaxy are revealed in this book, with a detailed look at the the Emperor's military tactics and weapons. Learn about Interdictor Cruisers, Imperial Star Galleons, Torpedo Spheres and more. **$20.00** (9321B)

The Rebel Alliance Sourcebook A detailed look at the men and women of the Rebel Alliance, featuring new ships, equipment, and more information on Droids. **$20.00** (9321C)

Cluebooks

Star Wars 8-bit Nintendo hint book written by one of our testers who has won the game many times! **$7.95** (9266)

New! *Super* Star Wars Hintbook by Russell DeMaria **$12.95** (9327)

Trading Cards

Star Wars Galaxy Trading Cards box set of 288 cards from Topps. Box does not guarantee a full set of cards. 140 different with 6 chase cards. **$49.95** (9069)

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Destroy the enemy on your handheld computer game by Micro Games of America® These games can go anywhere you go and run on batteries (not included).

Star Wars® **$19.95** (6022)
The Empire Strikes Back® **$19.95** (6023)
Return of the Jedi® **$19.95** (6024)



Star Wars and Empire for the Game Boy™

Two of our favorite games available for you to take on trips, the bus or any where, now on the Game Boy.

Star Wars for the Game Boy **$35.95** (9292)
Empire for the Game Boy **$35.95** (9332)



Watches

Darth Vader Limited Edition Watch Darth Vader glares back at you when you check the time. A Tie Fighter and an X-wing are the second hand in a perpetual space battle. Comes in Limited Edition padded box. **$59.95** (9126)

Yoda Watch 3D holographic watch of your favorite hero: Yoda. **$34.95** (9035)

Darth Watch 3D holographic watch of your favorite villain: Darth Vader. **$34.95** (9273)



Star Wars Bookmarks

Set of three bookmarks. Illustrated by Drew Struzan **$5.00** (9122)



Super Star Wars

For the Super Nintendo System. Play this fast action game on your 16-bit Nintendo. All new graphics and game play. Intense arcade-like action lets players earn points while pursuing the ultimate goal—destroying the Death Star. **$59.95** (9290)

Super Empire Strikes Back for the Super Nintendo *Available Fall 1993.* **$59.95** (9204).

Star Wars

Okay, Jedi knight, here's your chance to rescue Princess Leia from certain death. Man the gunnery of the Millennium Falcon, pilot your very own X-Wing down the trench of the Death Star to stop Darth Vader. **New Price!** *Nintendo cartridge only.* **$45.00** (9033)

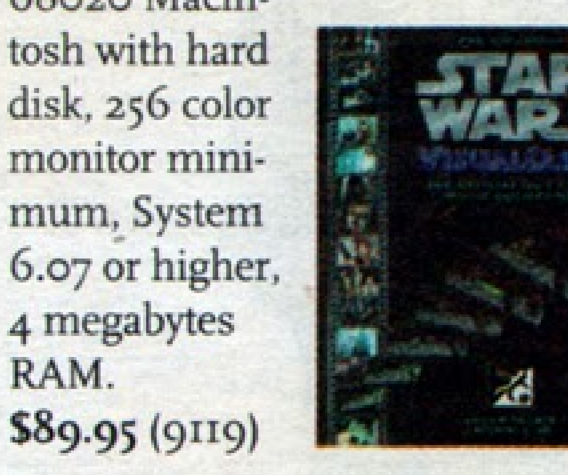
The Empire Strikes Back

Battle on three different planets: Hoth, Dagobah, and Bespin. Develop Luke's skill with the Force, then face Darth Vader in a spectacular lightsaber duel. **New Price!** *Nintendo cartridge only.* **$35.00** (9071)

FREE *Lost Crusade* video when purchasing Empire for Nintendo directly from LucasArts

Star Wars VisualClips™

Now playing on a color Mac near you from a galaxy far, far away: Star Wars QuickTime Movies. This brand new exciting collection of 65 movies (a 12 disk set) comes complete with a visual utility which allows QuickTime clips to be assigned to 12 Mac functions. Empty the trash and view "The destruction of Alderaan" or utilize as a system beep a brief VisualClip of R2-D2 as he spins around and whistles. System Requirements: 68020 Macintosh with hard disk, 256 color monitor minimum, System 6.07 or higher, 4 megabytes RAM. **$89.95** (9119)

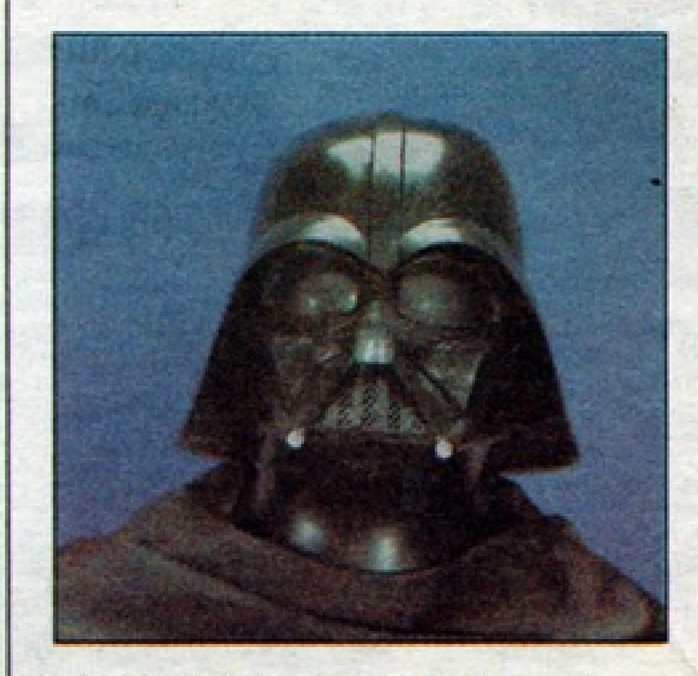




Special Star Wars Lazer Summer Activity Kit

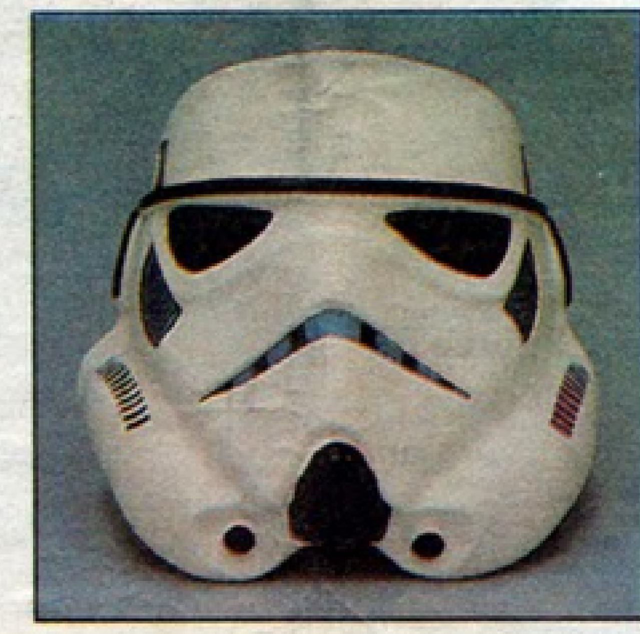
This special package contains a bumper sticker, 2 bookmarks, postcard, pen and pencil set, and 3D hologram Laserlight Spinner. **$14.95** (9128)





Darth Vader Helmet

An official replica of Darth Vader's Mask. Two pieces. Resilient heavy-gauge plastic. **$57.95** (9029)



Storm Trooper Helmet

Made of soft molded plastic, this helmet is a must-buy for your favorite Star Wars fan. **$79.95** (9028)



Yoda Mask

The Jedi Master returns as a mask for you to wear. **$49.95** (9309)

▶ **Masks are not recommended for children under 8 years old.**



Chewbacca™ Mask

This furry face is sure to invite smiles. **$84.95** (9308)

INDY®

Indiana Jones® and the Fate of Atlantis™

The newest Indiana adventure for your computer! Whether you like mind-bending puzzles, two-fisted action, or talking your way out of a jam, you'll experience all the excitement and adventure that Indiana Jones fans have grown to love. Help Indy search for the fabled city of Atlantis. Features stunning 256-color graphics and cinematic iMUSE soundtrack. **New Price!**

IBM 5 1/4" 1.2MB HD	$34.95 (6157)
IBM 3 1/2" 1.4MB HD	$34.95 (6158)
Amiga	$34.95 (6159)
Macintosh	$59.95 (6310)
Cluebook	$12.95 (6260)
CD-ROM Talkie with **FREE** hintbook	$69.95 (6323)

CD-ROM upgrade policy. Send $25.00 plus back page of manual. (6323U)

Now there are two ways to experience Indiana Jones and the Last Crusade: the Action Game or the Graphic Adventure. Test your fighting skill in the Action Game and your mental skills in the Adventure Game. Graphics, animation and sound make these games a must-buy. **New Price!**

Indiana Jones and the Last Crusade™ – Graphic Adventure game:

IBM EGA 5 1/4"	$14.95 (3540)
IBM EGA 3 1/2"	$14.95 (3542)
IBM VGA 5 1/4" 1.2MB HD	$14.95 (4258)
Amiga	$14.95 (3545)
Atari St	$14.95 (3544)
Macintosh	$34.95 (3907)
Cluebook	$9.95 (8310)

Indiana Jones and the Last Crusade – Action Adventure Game:

IBM (combo)	$14.95 (3585)
Amiga	$14.95 (3543)
Atari ST	$14.95 (3541)
C64	$14.95 (3539)

Indiana Jones and the Last Crusade for the Sega™ Genesis

NEW! Now you can play this great game on your home Genesis machine. Help Indiana find the Holy Grail before Hitler does. $49.95 (9291)

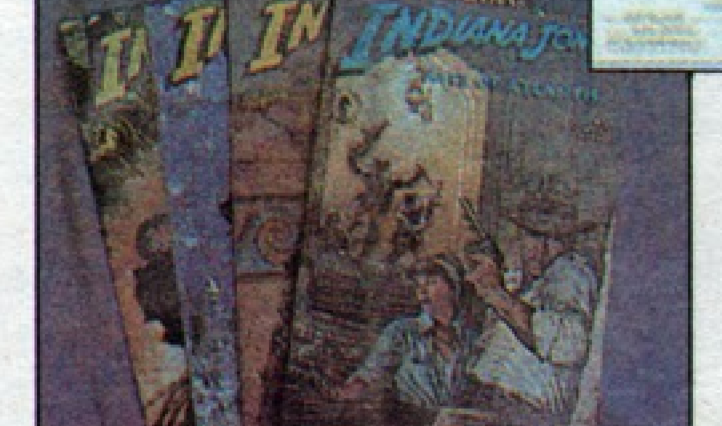


Last Crusade Mousepad Just $15.95 (8322)



Fate of Atlantis Indiana Stand Up

This full sized cardboard stand up is just like the ones you saw in the stores. Indy holds one of the idols from the game and, of course, his whip. *Please add $10.00 extra shipping on this item. Please give the street address.* $35.00 (9200)



Comics

Buy a set of *Indiana Jones and the Fate of Atlantis* comic books to get you in that underwater mood. Set of four. $10.00 (9298S)



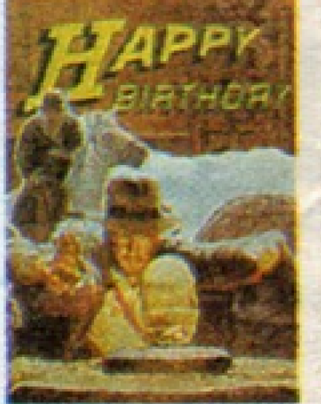
Books

Need some more adventure? Try these Indiana Jones novels by Rob MacGregor. Only sold as a set of three. $12.95 (9286)



New

Indiana Fate of Atlantis Mousepad $15.95 (9116)





Indiana Jones Birthday Cards

These fold-out cards are great for any Indiana Jones fan. Two *Raiders of the Lost Ark* and two *Temple of Doom*. Set of four cards $8.00 (9318)

Indy Movie Posters

The original posters for the Indiana Jones Trilogy of movies.

24" x 36" $7.95 each

Raiders of the Lost Ark®	$7.95 (9310)
Temple of Doom	$7.95 (9311)
Last Crusade	$7.95 (9312)

Raiders of the Lost Ark™ 10th Anniversary Poster. $12.95 (9310A).

Indy Accessories

What wardrobe is complete without an Indiana Jones genuine fur felt hat? Hat available in children's size.

Indy Hat

Small 6 3/4 to 6 7/8	$85.00 (9017)
Medium 7 to 7 1/8	$85.00 (9018)
Large 7 1/4 to 7 3/8	$85.00 (9019)
Ex-Large 7 1/2 to 7 5/8	$85.00 (9020)
Kid's size 6 1/4	$29.95 (8327)



Back Pack, Hip Pack & Duffle Bag Make traveling or school a little more fun with one of Indy's leather bags. Tan hip pack, tan duffle bag or brown back pack each embossed with the Indiana logo.

Back Pack *New Price!*	$75.00 (9021)
Hip Pack	$25.00 (9022)
Duffle Bag *New Price!*	$75.00 (9023)

A very charismatic photo of Harrison Ford as Indiana Jones. 24" x 36" $7.95 (9313)

FAX YOUR ORDER 1-415-456-4381

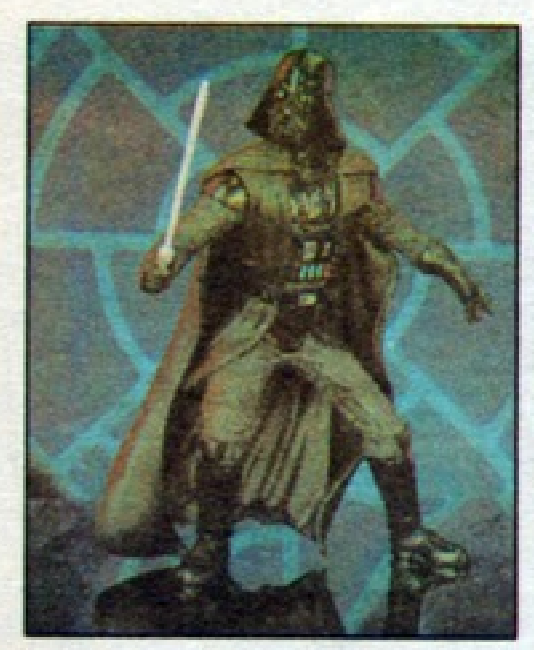


Indiana Jones and the Last Crusade T-Shirt

You'll look great in our new four-color Indiana Jones 100% cotton T-shirt. Just $10.95

(8321M) Med. (8321L) Large

Model Figure Kits



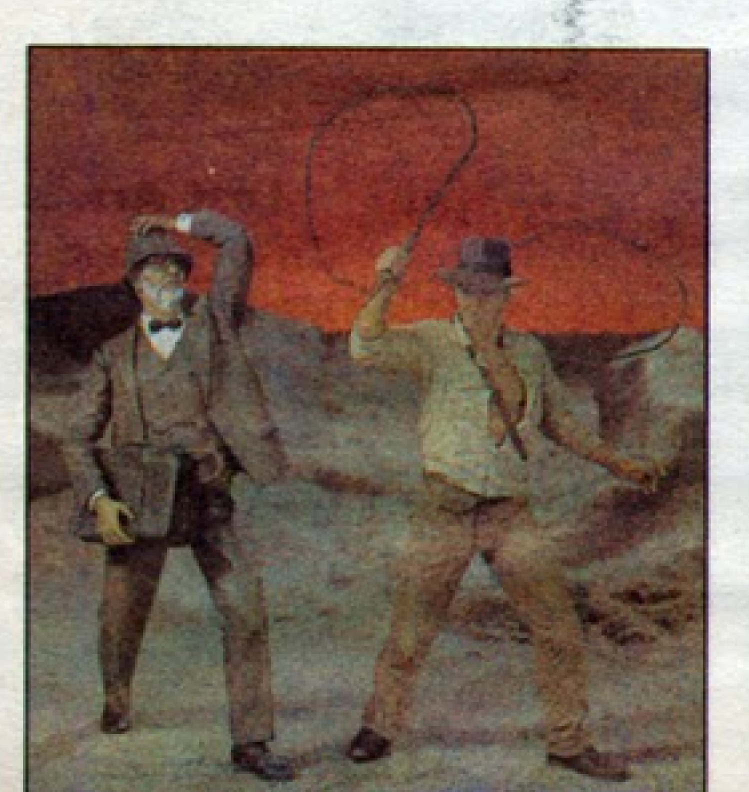
Darth Vader Model Figure Kit This 18" tall figure is 1/4" scale of your favorite villain. Great for kids or collectors. $64.95 (3200)



C-3PO™ Stands over 18" tall in 1/4" scale. $64.95 (9130)



Han Solo™ Model Figure Kit Stands over 19" tall in 1/4" scale. This model features a blaster and rocket pod. $64.95 (9121)



Indiana Jones Model Figure Kit Model is in 1/6 scale, and is 13" and includes Knife and Whip. $45.00 (9123)

Dr. Jones Model Figure Kit This model is in 1/6 scale and is 13" tall. He carries a brief case and his umbrella. $45.00 (9124).



Yoda Model Figure Kit Create this loveable character from the Star Wars movies in 1/4" scale he stands 7" tall. This model includes snakes and has real hair. $59.95 (9120)

Tie Fighter, Millennium Falcon, and X-Wing™ model kits also available. Call 1-800-STAR WARS



The Young Indy Pyramid Watch
Be the first on your block to uncover treasure in an Egyptian pyramid and the correct time as well! This Young Indiana Jones Chronicles watch has a light brown band with Egyptian hieroglyphics. $11.00 (9306)

The Young Indy Watch/Compass
This sturdy analog watch/compass is just the thing an adventurer needs to get to the right place at the right time. Water resistant to 100 feet. $30.00 (9307)





Young Indy Shirts
These colorful shirts represent four episodes of the Young Indy television show. 100% cotton oversized shirts. $14.95 each.
Mexico *Orange* (8319S) sm, (8319M) med, (8319L) lrg, (8319X) x-lrg
France *Teal* (8318M) med, (8318L) lrg, (8318X) x-lrg
Russia *Red* (8317S) sm, (8317M) med, (8317L) lrg, (8317X) x-lrg



Young Indy Pith Helmet
For your next adventure. $24.95
(8328S) Small (8328M) Medium (8328L) Large

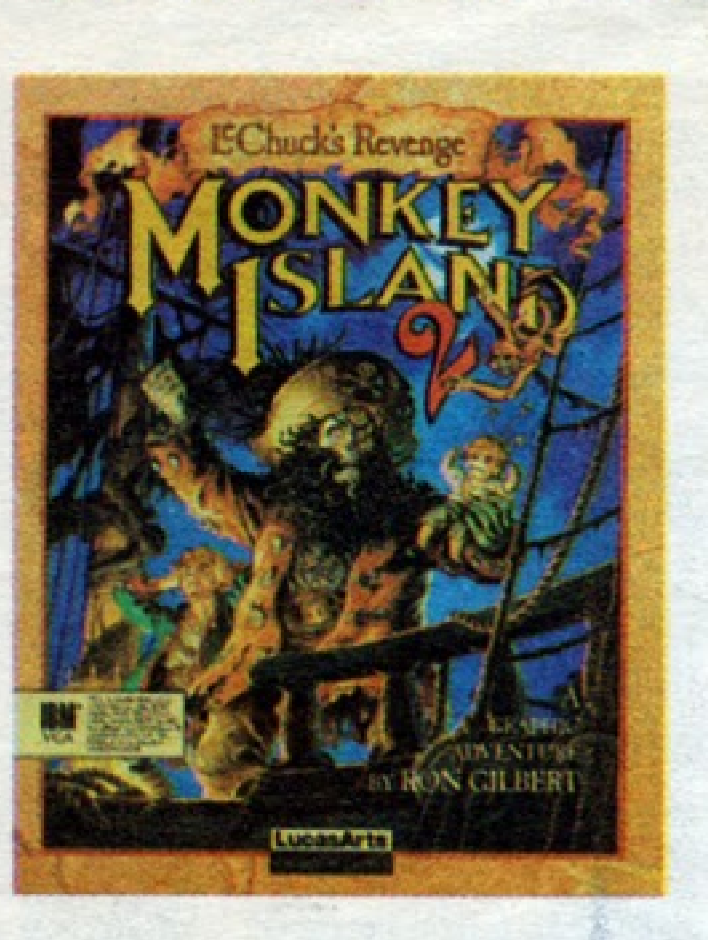
New



Young Indy T-Shirt
Collage of young and old Indy on the front and a creepy spider on the back. Holy smokes! $17.95
(8294L) Large (8294X) X-Large

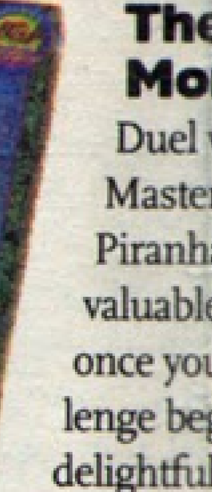
Victory
Young Indiana Jones Chronicles Victory T-Shirt. $17.95
(8295S) Small (8295M) Medium
(8295L) Large (8295X) X-Large

Young Indy Knife
Every child wants to be Indiana Jones! Teach your child to survive in the wilderness with this pocket knife. It even has a Morse code chart on the handle! *Only* $29.95 (9052)



Monkey Island 2: LeChuck's Revenge™
The ghost pirate Le Chuck is out for revenge. You killed him once, but he's too mad to stay dead. You are sure to enjoy this sequel with stunning graphics (VGA only) and new iMUSE™ soundtrack. *New Price!*

IBM VGA 5 1/4" 1.2MB HD	$34.95	(6154)
IBM VGA 3 1/2" 1.4MB HD	$34.95	(6155)
Amiga (32 colors)	$59.95	(6156)
Macintosh	$59.95	(6311)



The Secret of Monkey Island®
Duel with the Sword Master, tackle vicious Piranha Poodles and find valuable treasure! But once you do the real challenge begins in this delightful point-and-click graphic adventure.

IBM EGA 5 1/4"	$19.95	(4098)
IBM EGA 3 1/2"	$19.95	(4099)
IBM VGA 5 1/4"	$34.95	(4302)
IBM VGA 3 1/2"	$34.95	(4318)
IBM CD-Rom	$59.95	(5001)
Upgrade to CD Rom (Send back page of manual & $25.00 plus S/H)		(5001U)
Amiga	$34.95	(4037)
Atari ST	$19.95	(4196)
Macintosh	$34.95	(5000)

Cluebooks

Monkey Island	*Only* $9.95	(8365)
Revenge Of LeChuck	$12.95	(6259)
The Secret of Monkey Island Poster	$4.95	(8380)



T-Shirts
Two of our coolest T-shirts were inspired by these two great games. The original Monkey Island shirt with monkeys swinging down the long sleeves or the new Monkey 2 shirt, with the motto "It's a great day for spitting"





and lots of spit wads, are sure to please any kid.

Monkey Island (Long sleeve) $14.95
Small (8354) Medium (8355)
Large (8356) Ex-Large (8357)

Monkey Island 2 (Short sleeve) $10.95
Small (8358) Medium (8359)
Large (8360) Ex-Large (8361)

FLIGHT SIMULATORS

X-Wing™

Rev up your turbo chargers, jump in your cockpit, and zoom into light speed! You're on your way to defend the galaxy against the Dark Side. Based on the Star Wars movies, in this game you are a pilot for the Rebel Alliance smashing Tie Fighters and Star Destroyers as you battle to save the universe.

- Over 50 action-packed missions
- 3 spacecraft with full instrumentation
- Full-screen cinematic action

5.25" 1.2MB HD	$69.95 (6312)
3.5" 1.44MB HD	$69.95 (6313)

FREE X-Wing Baseball Cap with purchase of X-Wing directly from LucasArts.

Imperial Pursuit™

15 more X-Wing missions! Includes Top Ace!

5.25" 1.2MB HD	$29.95 (6312A)
3.5" 1.44MB HD	$29.95 (6313A)

B-Wing™

A new spacecraft for X-Wing!

5.25" 1.2MB HD	$29.95 (6312B)
3.5" 1.44MB HD	$29.95 (6313B)

Top Ace Pilot's disk.

5.25" 1.2MB HD	$5.00 (6312P)
3.5" 1.44MB HD	$5.00 (6313P)

Special X-Wing LED Lighted Picture. The cover art of our newest game X-Wing made custom with LED's and Fiber optics. *Please give street address. Allow 4-6 weeks for delivery of this special item.* $199.00 (9125L)

X-Wing Poster Hang the cover art of our newest game on your wall to help get you in the mood. $4.95 (9125)

X-Wing: The Official Strategy Guide. You will receive innovative tactics and winning strategies for flying spacecraft and missions. $19.95 (9331)

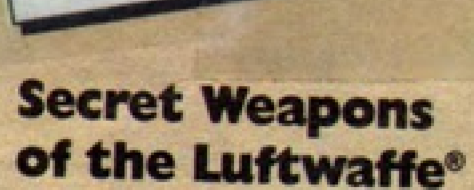


X-Wing Baseball Hat

$15.95 (9328)

X-Wing Polo Shirt

Black shirt with embroidered red and metallic silver X-Wing logo. Large (9350L), X-Large (9350X), & Extra X-Large (9350XX) $28.95



Secret Weapons of the Luftwaffe Tours of Duty

Each Tour of Duty disk includes three flight school missions; eight historical missions; five (for U.S. planes) or four (for German planes) custom missions in which players can fly each of the "enemy" aircraft against the featured plane; a tour of duty; and a mission builder for creating custom missions. Add a whole new dimension to your Secret Weapons game with these great new planes. Each was chosen for its unique characteristics which you will be sure to enjoy. **Secret Weapons of the Luftwaffe required to play Tour of Duty disks.**

Secret Weapons of the Luftwaffe®

Fly the hot twin-jet ME262, the rocket-powered ME-163 Komet or the eerie Ho-229 batwing. Or try the Luftwaffe's front-line fighters, the Me-109 and FW-190. The key word in *Secret Weapons of the Luftwaffe* is authenticity. New graphics and a mission builder lets you design your own scenarios and fly like an ace.



IBM 5 1/4" 1.2MB HD	$49.95 (4100)
IBM 3 1/2" 720K	$49.95 (4101)

NEW IBM CD-Rom. Comes with all 4 *Tour of Duty* aircraft! $59.95 (5009)

Upgrade to CD Rom (Send UPC code and $40.00 *plus* S/H) (5009U)

P-38 Lightning

Fly the P-38 "Lightning" plane, built from a chopped fuselage and two long booms mounted on a single wing, either as a pure fighter or as a devastatingly effective fighter/bomber.

P-38 IBM (Combo) $14.95 (6306)

P-80 Shooting Star

The P-80 "Shooting Star," America's first successful jet fighter, can be flown when escorting B-17s on bombing raids or flying treacherous low-level ground attacks.

P-80 IBM (Combo) $14.95 (6307)

He162 Volksjäger

The Heinkel He162 Volksjäger, Germany's "People's Fighter," was designed to blast large numbers of Allied aircraft out of the sky.

HE-162 IBM (Combo) $14.95 (6308)

Do335 Pfeil

The Dornier Do335 "Pfeil" or "Arrow," designed as a single-seat fighter-bomber, a fast reconnaissance aircraft, a heavily-armed destroyer and a night fighter, saw little action in the war.

Do-335 IBM (Combo) $14.95 (6309)

Their Finest Hour: The Battle of Britain™

Their Finest Hour: The Battle of Britain allows you to fly Spitfires and Hurricanes against Messerschmitt fighters or Stuka, Dornier and Heinkel bombers. Or sit down in the German cockpits to see what combat was like against the gallant pilots of the RAF. With smooth, accurate control response, authentic period detail, and a 200-page manual crammed with history, it's like stepping into a time machine.

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IBM 3 1/2"	$29.95 (3602)
Amiga	$19.95 (3578)
Atari ST	$19.95 (3580)

Their Finest Missions™

These 20 advanced missions challenge even the most skilled computer pilots. *(Their Finest Hour: The Battle of Britain required.)*

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IBM 3 1/2"	$12.95 (9268)
Amiga	$12.95 (9270)
Atari ST	$12.95 (9269)

POSTERS

Secret Weapons	$4.95 (8374)
Battle of Britain	$4.95 (8373)
X-Wing	$4.95 (9125)

Battlehawks 1942®

Fly authentic Japanese Zeros, Kates and Vals against American Dauntless, Wildcats and Avengers on a variety of fighter, bomber and torpedo missions.

IBM (Combo)	$29.95 (3528)
Amiga	$19.95 (3531)
Atari ST	$19.95 (3534)



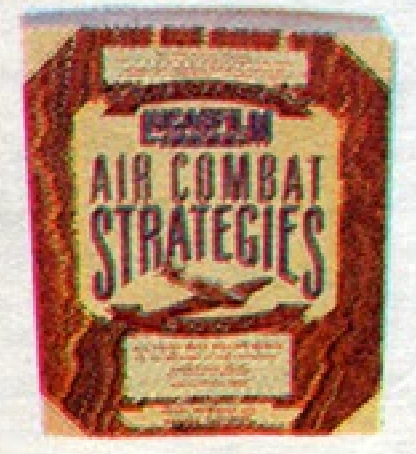
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Order a T-shirt of your favorite flight simulator. *Only* $10.95 *when you buy a flight sim game. Otherwise* $14.95

SWOTL Small	$14.95 (8375)
SWOTL Medium	$14.95 (8376)
SWOTL Large	$14.95 (8377)
SWOTL Ex-large	$14.95 (8378)
BOB Medium	$14.95 (8304)
BOB Large	$14.95 (8305)
Battlehawks Small	$14.95 (8284)
Battlehawks Medium	$14.95 (8285)
Battlehawks Large	$14.95 (8286)

The Official Lucasfilm Games Air Combat Strategies Book

Whether you're on your first mission or your hundredth, there's always a little higher you can fly. That's why you'll want to keep *The Official Lucasfilm Games Air Combat Strategies Book* by Rusel DeMaria and George R. Fontaine handy in your cockpit. Get help on *Battlehawks 1942, Their Finest Hour,* and *Secret Weapons of the Luftwaffe.* $18.95 (9272)



View Control · Chaff / Flare (button B1) · Fire Weapons (button A1) · Weapon Select (button B2) · Brakes (button A2)

Flightstick Pro

The ultimate combat stick for computer pilots, Flightstick Pro offers a realistic-contoured grip, four firebuttons, and a coolly switch. For the IBM and compatibles *Shown above.* $89.95 (9205)

Flightstick

Flightstick has a contour pistol grip that fits the hand like a glove with strategically placed trigger and firebuttons. For the IBM PC, XT, AT PS/2 and compatables. *Not shown.* $69.95 (9206)

Secret Weapons Mousepad

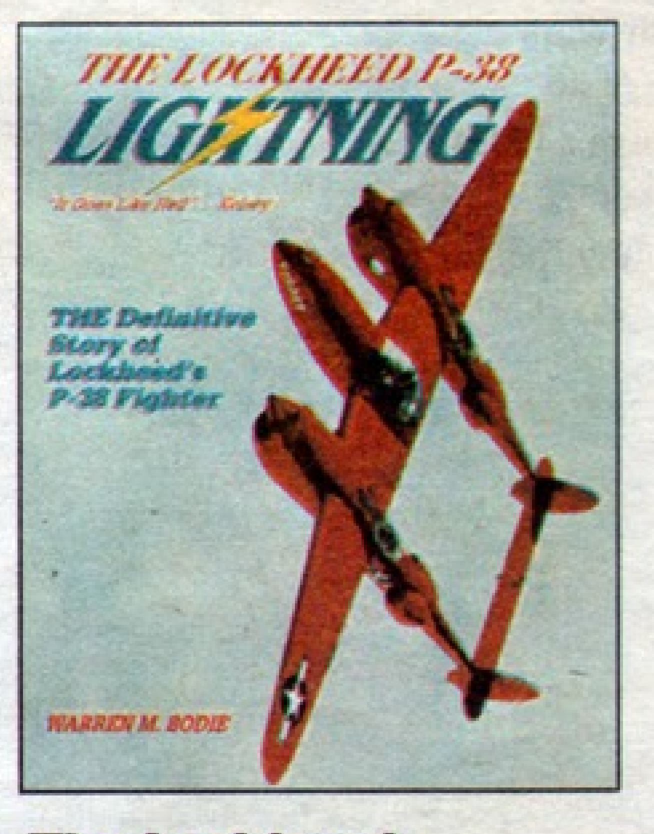
$15.95 (8362)



The Battle of Britain: The Video

Watch the original motion picture of *The Battle of Britain,* Starring Michael Caine and Laurence Olivier on VHS videocassette. *Only* $14.95 *reduced from* $29.95. (8307)





The Lockheed P-38 Lightning: The Definitive Story

The Lockheed P-38 Lightning: The Definitive Story contains 274 pages of amazing flight facts complemented by 325 photos. This large-sized hardcover book reveals little-known flying data by one of the most respected P-38 investigative historians: author Warren M. Bodie. *Now only* $34.95 (9302)

FUN & GAMES



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All five *Classic Adventure* Hintbooks *Only* $30.00 (5HBS)



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Collect them or send them to friends.
Star Wars 4" x 6" postcards, set of 26 $20.00 (9322)
Indiana Jones 4" x 6" postcards, set of 27 $20.00 (9323)
Young Indiana Jones 4" x 6" postcards, set of 10 $10.00 (9324)



Add extra fun to your game with rapid fire buttons and slow motion with an **Asciipad™ SN** For the Super Nintendo $24.95 (9209)



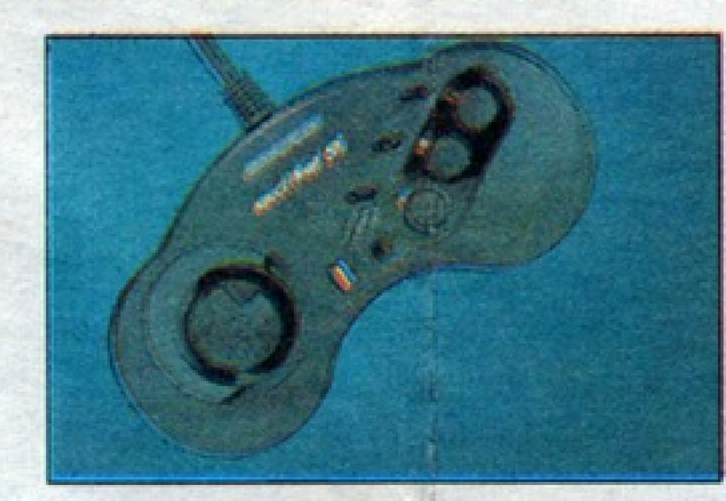
Get an edge over your competition with **Super Advantage Joystick** for the Super Nintendo. $49.95 (9208)



Use the **Power Clutch™ Joystick** for the Genesis with turbo and slow motion options to outwit your enemy. $39.95 (9210)

Sam and Max Hit The Road™
A wacky NEW Graphic Adventure Game for the IBM Coming Christmas '93
Call for Information

To order any of this neat stuff just call 1-800-STAR WARS



Asciipad SG—with turbo and Slow motion—Genesis Controller $24.95 (9211)



Gameboy Portable Carry-All Deluxe Case Holds Gameboy, charger, Lightboy, 4 cartridges, manuals and cables. (Does not included gameboy or accessories) *Shown above* $14.95 (9212B)

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TECHIE BENCH

Below are some common problems and solutions that we hear most often on the technical support line. Since the release of ***X-Wing***, technical support has been incredibly swamped, but we've expanded our hours, added more representatives, and opened up our fax lines to help you get through to us. It's been a frustrating experience trying to get through for some, but we hope that by printing our most common answers in this column, we can help even more people. If you are one of the few with a compatibility problem and the information below does not solve your problem, or if you would like to speak with a technical support representative, please call or fax us from 8:30 am to 6:00 pm Pacific Time, and we will try to assist you as soon as possible. Call us at (415) 721-3333, or fax us at (415) 721-3482. You may also write to us at: LucasArts Technical Support, P.O. Box 10307, San Rafael, CA 94912.

Sound has become a **major issue with X-Wing**. Be certain that, when setting sound configuration, you **complete the install by choosing "Exit"** from the program's menu. If you hit "ctrl-x" to exit, the sound card configuration will not be saved and sound may not work properly. If you are using a SoundBlaster, SoundBlaster Pro, or 100% compatible card, and are having problems with digitized speech, **be certain you've checked for a DMA conflict** by following the instructions in the read.me file. To access the read.me file, simply type "Install" at C:\XWING sub directory and choose the "read readme file" option. If you aren't getting any sound whatsoever, check that the **I/O port on your sound card is set at 220**. If it is not at this setting, and you cannot change it, **we have fix files that will allow you to use I/O port settings of 210-260**. We also have **fix files for those people using the Roland** sound card. On high speed machines, some people were experiencing sound hang-ups with one steady note at either the first game screen or when hyper-ing in from a mission. To receive either of these fixes, simply send us a request via fax or phone and we'll send them to you. These files are also available for downloading via America Online, CompuServe, GEnie and Prodigy.

If you are using **QEMM** or **386Max** as your memory managers, try simply using EMM386 that's included with DOS 5.0. A few people who are having lockups have had better luck when using DOS 5.0's memory manager. We also suggest increasing the buffer on EMM's config.sys file line to 256. The line in your config.sys file would read, for example (using "_" to denote a space): device=c:\dos\EMM386.EXE_1024_d=256. If you are uncertain about what other lines to add to your config.sys or need further assistance with EMM386, refer to your DOS manual or contact us so that we may fax you a sheet explaining how to make a set-up or "Vanilla" boot disk appropriate for your system.

We've received many comments with regard to our previous statement that our games do not run properly with disk compression programs (**DiskMax, SuperStore, Stacker**, etc.). While we cannot recommend running our games with these types of programs, and do not guarantee that they will, a lucky few have indeed gotten them to work. With the advent of **DOS 6.0** (which includes a compression program), we are working our hardest to make certain our upcoming games will be compatible. When in doubt, check the system sticker on the box.

If you are **experiencing a delay after firing your weapons** and you are using digitized sound, try turning digitized sound "off" in your menu. This will only change the laser firing noise, and will prevent the delay when firing.

Please remember that **changing the original settings** for starfighter collision, vulnerability, and weapons limitations will automatically cause your mission to be viewed as a practice run by the program. If you change these settings and complete the mission, the **program will not let you advance** until you've finished the mission with starfighter collision "on," weapons "limited" and you're "vulnerable." We are releasing a **"Top Ace" pilot** to the BBS's that will enable people to fly any mission they choose whenever they choose, and we'll also be making the pilot available for only the cost of the disk and postage through our direct sales department. If you'd like more information about getting the pilot from direct sales, please call 1-800-782-7927 (1-800-828-7927 from Canada).

In the Adventure game realm, *Indiana Jones and the Fate of Atlantis* for the Macintosh had a slight anomaly that caused the **game to crash when in the desert** with the balloon. We have a fix for this, which can be obtained by contacting us at any of the numbers printed in the first paragraph.

We hope these hints have helped you, and as always are more than willing to discuss any technical difficulties you might be having. If you have any questions or comments, please let us know. Happy Gaming! **ESC**

An A-wing in flight.

LucasArts OnLine

LucasArts Games product support is now available on the following online services:

CompuServe
Game Publishers Forum (GAMPUB), section 7
Or send e-mail to ID # 75300,454

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Keyword "LucasArts"
Or send e-mail to LUCASARTS

GEnie
Games RT (page 805), category 27
Or send e-mail to LUCASARTS

Chester's Corner

Greetings, game-heads!! Miss me? Yeah, I'll bet you did! Well, it's summer now, so I hope you'll all spend time out on the beach and in the fresh air rather than being cooped up all day in front of a computer screen, but I know some of you are just too addicted to quit! Below, as always, are the answers to some of our most commonly asked questions here in hint-land. Hope they help you out, and whether you're killing evil ghost pirates or defending the galaxy, have a fabulous time!

X-WING

Mission 4 in Tour of Duty 1 is impossible! How do I complete it? There's some dead time in the beginning of the mission that you can use to build up your shields. Imperial ship Nebulon B will hyper in and drop off TIE bomber group Alpha and fighter group Beta, then hyper to the other side of the medical frigate and drop off TIE bomber group Gamma and fighter group Delta. Because the three shuttles usually dock and hyper out in time, you should concentrate on protecting the Korolev corvette. Both TIE bomber groups will launch torpedoes at the Korolev, but don't be too drawn away from it by these groups. Stay about 2km. away from the corvette and let bomber group Alpha come to you. When they're about 6km away, head toward them and launch your missiles as soon as possible. If you slow down as soon as they can be targeted, you may destroy a couple of them before you pass them. After this, head for bomber group Gamma (dropping laser and shield power will get you there more quickly) and target them as you did Alpha.

I'm having problems with Mission 8 in TOD #1 too! Identify the two transports and disable them as soon as you get into the mission. Start with the transports on the far right and work your way backwards using the "Y" key. The two prisoner transports are closer to the right, and once they're disabled, the two rescue transports will hyper in. TIE interceptor group Alpha and Beta will follow them, so concentrate on these formations. You can take out trooper transports if you have time, but it's not necessary.

Here's a huge cheat for TOD #3, Mission 12... At the very start of the mission, hit "H" for hyperspace. The program will abort you from hyperspace due to an object in your path about 6 km away from the communications satellite. All the TIE fighters are behind you, so just open your foils with the "F" key, head straight for the satellite, and blow it away!

In *Monkey Island 2*, how do I get a piece of clothing from Largo? Get the bucket away from the Men of Low Moral Fiber (just take it) and use it with the swamp. Put the Bucket o' Mud somewhere perilous (hmm, maybe someplace it would fall on Largo's head?). After he is all dirty and goes to the laundry, search his room! You'll find something that will help you talk to Mad Marty.

In *Fate of Atlantis*, how do I get the spiral design in Tikal? Have Sophia engage Sternhart in some scientific chat while Indy goes outside to get kerosene from the lamp. Hmm, what could this solvent be used for? Maybe to remove gummy tarnish? Try it!

In *Day of the Tentacle*, how do I get the crowbar away from the car thief (present)? Go upstairs to the room with the big "W" on the door (Honeymoon Suite) and close the door. Pick up the keys on the back of the door and give them to the masked man - He'll give you the crowbar.

Remember, if you have any questions that you don't see answered here or you need further assistance, you can always call our 24-hour automated hint line at 1-900-740-JEDI. Live operators are on duty from 8:30am to 4:30pm PST. Calls are 75 cents per minute and callers under 18 MUST have their parents' permission to call.





Meanwhile the man in the hat is back and this time he's talking!

THE TALKIES ARE COMING!

continued from page 3

the fact that Hollywood is usually the focal point for vocal talent.

Tamlynn: Yes, I fly to LA for live auditions of known actors and audition new actors from demo tapes received where necessary as well. We go through organizational hell, scheduling studios, union dealings, etc., but it all works out in the end.

Adventurer: *Do the actors have to play the game to understand the role?*

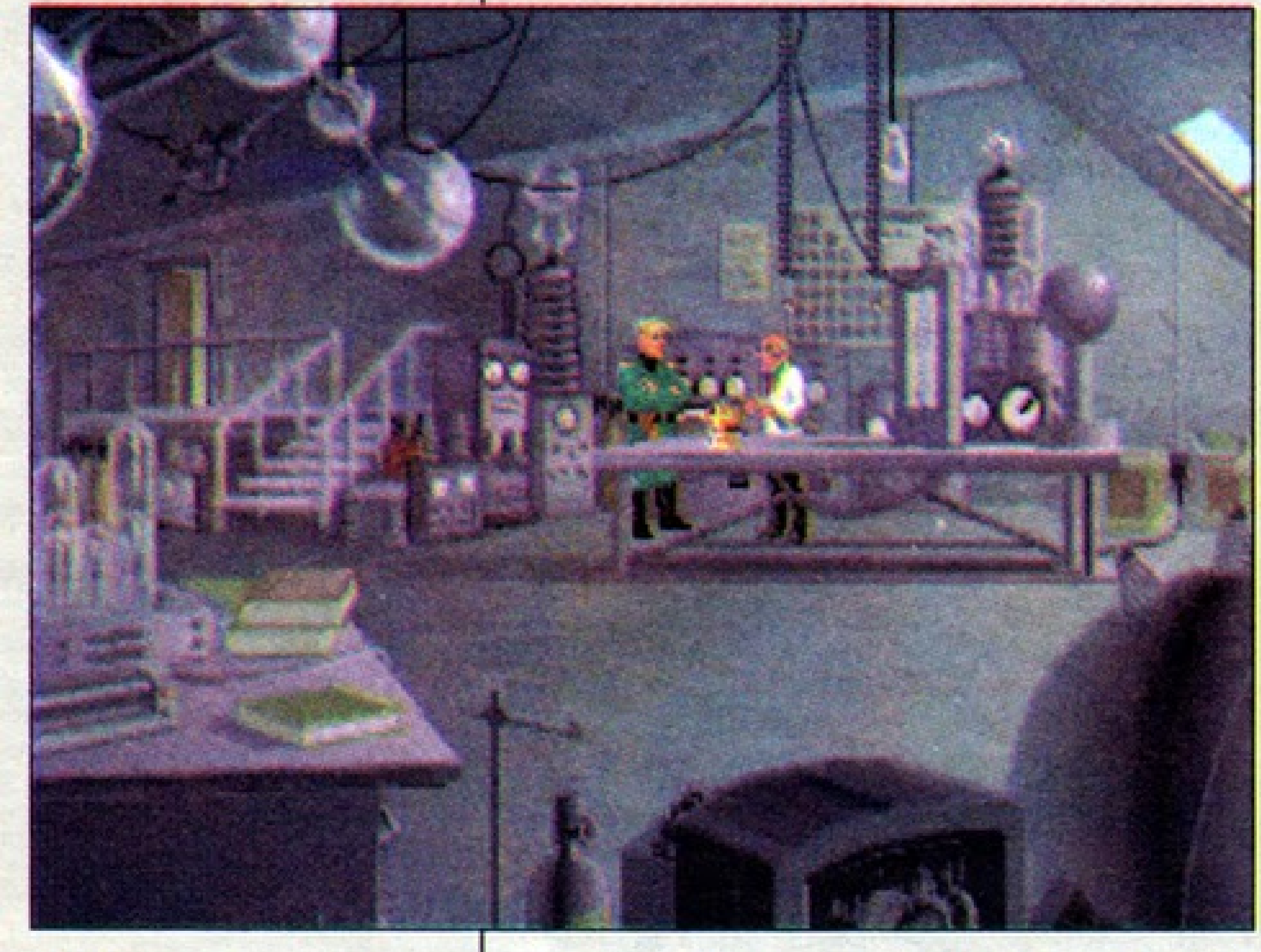
Tamlynn: No, although we show and explain scenes to the actors. My Assistant organizes scripts and helps find misc. lines in scripts for contextual clues, and brings up savegames for viewing. I direct the actors for vocal delivery, characterization, diction, vocal quality, etc. In production we record each character through all rooms, alphabetically, so as not to miss anything.

Adventurer: *How long does this normally take?*

Tamlynn: In the case of *Atlantis*, four weeks and we record zillions of takes. I follow each take, cataloging which one to use, in my master script. We record onto DAT tape and the engineer monitors recording quality and levels.

Adventurer: *How much work is left to do once the voices have been recorded?*

Tamlynn: Quite a bit. We record each DAT tape onto a computerized editing system, equalize, normalize, and cut each line according to the catalogued script. The lines are compiled into the game and Voilà! **ESC**



A laboratory somewhere in Germany. A scene from Indiana Jones and the Fate of Atlantis.

Richard Sanders said it was a real stretch to play such a wimpy guy as Bernard. He commented that he usually played more manly men.

The Face Behind the Voice Behind the Screen

Indiana Jones and the Fate of Atlantis stars include **Doug Lee**, as Indiana Jones; **Jane Jacobs**, as Sophia Hapgood; and **Nick Jameson**, who portrays multiple voices, including Dr. Charles Sternhart and his mimicking parrot. In *Day of the Tentacle* Nick (Dr Fred) and Jane (Laverne) are joined by the voice talent of **Richard Sanders** (Bernard) and **Denny Delk** (Hoagie).

Denny Delk The President of the Northern California chapter of the American Federation of Television and Radio Artists (AFTRA), Denny Delk describes himself as San Francisco's quintessential voice over talent and one of the finest swordsmen in all of France. As a founding member of the National Theatre of the Deranged, Denny's talent to play Hoagie in *Day of the Tentacle* should be self evident. In addition Denny's voice talent has been used for Omar, the Fez master, the Beggar and some assorted Germans in *Indiana Jones and the Fate of Atlantis.*

Richard Sanders A fixture on both *WKRP in Cincinnati* shows, Richard Sanders is an exceptional voice talent who appears on numerous Radio Commercials. *Day of the Tentacle* Project Leaders, Tim Schafer and Dave Grossman made the mistake of saying their fantasy out loud: "wouldn't it be great if we got Richard Sanders to be Bernard," and quicker than you can say "purple tentacle," Richard was on board as the voice of Bernard.

This was Richard's first computer voice over. He thought the animation was excellent and he loved the wacky story line and characters

Nick Jameson A veteran talent of television, stage, stand up comedy, singing, dialects, character voices and more (honest, this guy has done oodles of stuff); Jameson is a successful Hollywood voice talent known specifically for his dialects and character acting. Nick now turns his talent to Dr. Fred in Day of the Tentacle and, among others, a mad German Scientist in *Indiana Jones and the Fate of Atlantis*.

Jane Jacobs Jane specializes in animated character voices and is a trained vocalist. Jacobs has provided voice overs in a number of commercials. In addition, she has appeared in such TV shows as *TV Bloopers and Practical Jokes* and *The New Adam 12.*



Don't tell anyone we admitted this, but—some great entertainment software actually comes from The Competition. And we'd like you to know about it. So in each issue of *The Adventurer,* one of our game designers will recommend a game from another publisher that's been a favorite with us after hours.

Ultima Underworld II: Labyrinth of Worlds

BY WAYNE CLINE

I'm inching my way carefully across a lake of ice. SMACK! A snowball comes flying out of the dark and hits me in the face. A looming shadow emerges and suddenly I find myself running from a Yeti.

I'm walking down a hallway when my vision blurs. I spin around to see a floating brain approaching me, eyes staring hypnotically.

Could this be a nightmare having something to do with my fear of ketchup bottles? No! It's **Ultima Underworld II: Labyrinth of Worlds**.

The follow-up to **Underworld: The Stygian Abyss**, Underworld 2 is not a true sequel. Unlike most sequels, this story does not follow Underworld 1. Here, it's been a year since you, as the Avatar, thwarted the evil Guardian and smashed the Black Gate in **Ultima 7**. Now the Guardian is back and he's ticked. One night, as you and your friends celebrate in Lord British's castle, a dome of black rock encases the entire castle, trapping all inside. Organizing quickly, you're sent to discover a way out, while the rest of your friends set about finding a way to destroy the dome. As you delve into the sewers beneath the castle, you discover a large glowing gem with eight facets. One of the facets is glowing brighter than the others and as you step into it, you're suddenly transported to another world. Each facet of the gem is different world to explore, including an ice world, a Magician's academy filled with devious tricks and traps, and a new dimension, whose inhabitants resemble blood cells. Each new world becomes available as the game progresses.

The gameplay is pretty much the same as Underworld 1, with some improvements. The action window is larger and the creatures have improved graphics. Underworld 2 also uses digitized sound effects and limited speech. You hear the crunch of your boots on the snowy ground and the whoosh of you sword as it cuts the air. Of course it has my favorite part; atmosphere. Nothing hooked me into the Underworld games like the feeling of working your way down a dark hall, hearing distant footsteps, peering around corners when suddenly the screen rocks as you're hit from behind, and you spin to see a Headless swinging wildly at you. It's a good game that is able to throw a genuine scare into you.

Other differences include the way you gain skills. Instead of praying at shrines to increase your skills, your many friends around the castle are there to train you as you move up in experience. The environment is also more dynamic. There are moving walkways, frictionless areas to slide across, and currents in the many waterways to deal with, while swimming. There are new monsters, like Yeti, Brain Creatures, vampire bats, and lots of people. Some are good, some are bad, and some are down right nasty. If you see someone holding a staff, and they lift it above their head as it starts to crackle with energy, run!

Besides the overall problem of destroying the dome, the game works some "real" problems into the story. Trapped inside the dome, the problem of a water shortage soon crops up. The castle's citizens don't all get along and there are frequent accusations, grumblings and even a murder to deal with. Lord British himself becomes a brooding king, wandering the castle and being no help at all.

On a negative note, having to run back to the castle time and again, for more information or to increase skill points, got old real fast. Also, a small thing, but one that drove me nuts, was not being able to duck. It's very frustrating to stand in a hallway and watch a fireball come flying out of the dark, and you can't do anything but stand there and take it.

All in all, this is one of the few games that re-used an existing game engine but still had me coming back for more. As long as the people making these games keep the stories fresh and inventive, I'll be looking forward to charging into rooms haphazardly, only to flee screaming when a few Gazers start throwing lightning bolts at me. **ESC**

Rebel Alliance Incurs Imperial Wrath in First X-Wing® Tour of Duty Expansion Disk

The B-Wing starfighter was conceived and built by Admiral Ackbar's Shantipole Project.

IMPERIAL PURSUIT

Your foils are singed. Your R2 unit is smoking. You warily descend from your X-wing's cockpit to a hero's welcome. Obliterating the Empires' ultimate weapon of destruction, the Death Star, was the culmination of your career as a starfighter pilot for the Rebel Alliance. Your celebration is short-lived…

Imperial Pursuit is the first expansion disk for the best selling X-Wing game. X-Wing, gives you the chance to experience first hand the fast-paced excitement of the "Star Wars" movies.

X-Wing, is a space combat simulator set in the "Star Wars" universe. X-Wing recreates the epic space battles between the Rebel Alliance and the Empire made famous in George Lucas' "Star Wars" trilogy. Like Luke Skywalker, you are a new, hot shot pilot for the Alliance flying small, but powerful, starfighters against the mighty Empire. The Battle of Yavin has been won and the Death Star destroyed but the fight is not over by any means.

Imperial Pursuit depicts the continuing battle between the Rebel Alliance and the Empire immediately following the destruction of the Death Star at the end of X-Wing. There's no rest for weary Rebels, for even as the fragments of the Death Star hurl into space, the Empire plans retaliation. Though still reeling from the destruction of the Death Star, the Empire regroups to focus its wrath on the Rebels. Imperial forces are rushing to the area to intercept the concentrated Rebel Force. Flushed out from their hidden base on Yavin, the impending target of the Death Star, the Rebels flee into space with the goal of finding a new base. The base at Yavin must be evacuated and the Imperial forces kept at bay while this occurs.

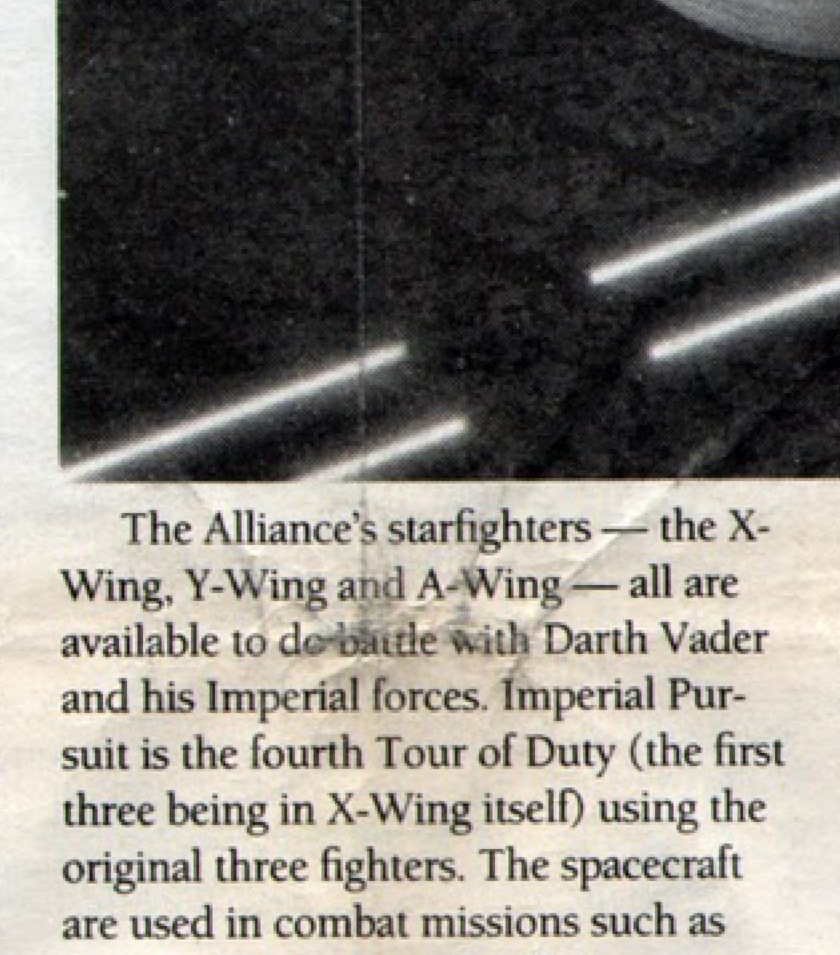


Though the battle is arduous, the Rebels successfully flee Yavin. In their haste, however, they leave their grain supply behind, and it is destroyed by the Empire.

Driven from their base, desperate for grain and about to face one of the Empire's most paralyzing weapons, the Rebels face a questionable future. Only the skill and bravery of young starfighter pilots will secure the destiny of the Rebel Alliance.

Further intrigue will take place with a "cloak and dagger" story line that involves a System Governor and his attempts to win favor with both sides.

Imperial Pursuit also introduces the Interdictor, a small Star Destroyer-looking ship that disrupts the hyper field in a large area, causing any ships traveling in hyper-space to drop out prematurely. These negate the possibility of sneak attacks. In addition, Imperial Pursuit will make greater use of Assault Gunboats



The Alliance's starfighters — the X-Wing, Y-Wing and A-Wing — all are available to do battle with Darth Vader and his Imperial forces. Imperial Pursuit is the fourth Tour of Duty (the first three being in X-Wing itself) using the original three fighters. The spacecraft are used in combat missions such as escorting transports, dog fighting against TIE fighters, and encountering Star Destroyers.

The tours can be played independently, but the intention is to play them chronologically in order to depict the growing struggle between the Rebellion and the Empire. The tours feature deep space combat against Empire squadrons and convoys. Imperial Pursuit captures all the thrill of the original game and offers more than 15 new missions in which players must pilot X-, Y- and A-wing starfighters in defense of the Rebel cause.

Imperial Pursuit features four new cinematic sequences, more digitized voice and its own original musical score. As an added bonus, Imperial Pursuit will include a Top Ace Pilot that will enable you access to all the original X-Wing missions in any order.

Imperial Pursuit will be available for IBM and compatibles, and X-Wing is required to play the game. Suggested retail price is $29.95. Available NOW. **ESC**



Rebel Alliance Incurs Even More Imperial Wrath in Second X-Wing® Tour of Duty Expansion Disk

B-WING: A SNEAK PEEK

Coming this Summer to a store near you, the second X-Wing expansion disk. The second Tour of Duty disk will feature a new starfighter, the B-wing. The B-Wing starfighter was conceived and built by Admiral Ackbar's Shantipole Project. Prior to the Battle of Yavin, Alliance starfighters had suffered considerable losses in dogfights with Imperial capital ships such as escort frigates and corvettes. To complete their primary mission of space denial, Alliance starfighters had to be able to cause some amount of damage against escort warships. That's where then-Commander Ackbar came in.

Commander Ackbar was put in charge of a team with the important mission of designing a new starfighter. By combining speed, armor and armaments, the new fighter was to be a fit opponent for anything up to a frigate-sized vessel. Ackbar enlisted the aid of the Verpine, a race of insectoids with ship-building experience and facilities in the Roche asteroid field. The Shantipole Project was set up in the field, and soon the B-Wing was born.

The B-Wing employs a radical design feature: an automatic gyroscopically-stabilized command pod. The pod contains the cockpit, life support systems, flight computer, comlink transceivers and sensors. When engaged, the gyro-servos keep the pod in a fixed position while the rest of the fighter spins, rolls and twists to evade enemy fire. **ESC**



Admiral Ackbar

I really love your games and newsletter. But who gives a @$*#! about me? In the words of Threepwood, "About this____."

Letters
TO THE EDITOR

After the success of *Their Finest Hour* and *Secret Weapons of the Luftwaffe*, I was waiting for *X-Wing* with high expectations, but upon receiving a copy last week, I have found the game to be completely unplayable. The object of any computer game should be to give the purchaser as much fun as possible. *X-Wing* fails here horribly, as some of the missions are absurdly difficult. Tour of Duty #1, Mission #4, is impossible! You're supposed to ID 2 out of around 12 transports and disable them, blow up the other 10 after that, and somewhere in between stop an endless stream of TIE fighters? Also, upon completing a Tour of Duty mission, the game adds victory points to the pilot's name, but then makes the pilot go back and do it all again. I presume that this must be a mistake in the program. The end result of playing the game is that I got so frustrated and angry that I wanted to throw it through the window. If you plan to revise the game so that it becomes fun and aimed at the reflexes of the average man on the street, let me know.

Peter Stone
Victoria, Australia

We're sorry you're disappointed by the program, but before you throw the game out the window, try reading your starfighter pilot manual, especially the part that talks about changing the original settings for starfighter collision, vulnerability, and weapons. Changing settings will automatically put you into "practice" mode and the program will not let you advance into the next mission, even if you complete the current one. Also, always read the mission briefings, which tell you what to concentrate on instead of wasting time trying to destroy everything in your path. We designed this game to be an enjoyable, realistic experience, and regret the fact that you're upset by its difficulty. Remember, "When all else fails...(read the instructions!)." Do I get my shrimp on the barbie now?

I'm the kind of kid, I don't like to buy anything unless I see it first. I want to buy *X-Wing*, but I would like to see the demo first. Can you send me a demo so I can see it?

Michael Bain
no address

We're happy to send demo disks to anyone who would like to see X-Wing before they buy it. For a small fee, we'll include demo disks from politicians as well! Just kidding. To get an X-Wing demo, simply send us a self addressed, stamped disk mailer, and we'll forward one along. You can also download demos for many of our games from America Online, CompuServe, GEnie and Prodigy.

I am writing to tell you that the team that produced *X-Wing* deserves to receive not only Game of the Year but Game of the Century. I am 24 years old and have been playing video games ever since Pong was first introduced. There was one game that impressed me and kept me playing for months, and although primitive to today's games Star Raiders was ranked #1 in my book for many years. I am proud to say that Star Raiders now sits in the #2 slot replaced by *X-Wing*. I hope that the sales of this game, no, I KNOW that the sales of this game will be "astronomical" and be very rewarding to a team that deserves it. Keep up the good work. I want you to know that out of three hundred plus titles that I have owned over the years this is only my third letter complimenting a company on a job well done!!!! You deserved it.

Your loyal fan and customer,

Ron Fuschillo
Kensington, CT

Wow! Thanks, Ron! Actually, in the three hundred letters we sifted through to get material for this page, yours was the only one we weren't inclined to respond snidely to! You deserve it!

I have just finished playing your *Super Star Wars* game for the Super Nintendo and I just wanted to say that I am very impressed with the game, from the music to the graphics and Mode 7 effects it was worth every penny I paid for it. I know this is your first entry into the Super Nintendo line and if it's any indication I should see a lot more excellent games from your group. Keep up the great work, and I will pass the word on to other gamers.

A New Fan,

John R. Botti
no address

Thanks John! Look for other Super Nintendo titles coming soon, including Super Empire Strikes Back *this winter and a foray into the humorously haunted world of* Monsters *(working title), to be released in June!*

I am a computer game fanatic. My very first computer game of all was *Secret of Monkey Island* (although now I own nearly every game you've made). I spent hours a day sitting in front of my VGA monitor playing it to death until Le Chuck's bloated face filled my screen. That finished, I bought *Monkey Island 2: Le Chuck's Revenge*. Although I did find its ending kind of odd, I enjoyed it very much as well. Now I was wonder, is there any talk about making a third Monkey Island adventure? If so, what will it be about? Please send me back a letter, or put an answer in the next edition of *The Adventurer*.

Your Number One Fan,

Adam Meyers
no address

P.S. I recently purchased *Indiana Jones and The Fate of Atlantis* — congratulations on another hit!

Right now, no plans are in the works for Monkey 3, but the creative team from the Monkey Island series has just completed Maniac Mansion 2: Day of The Tentacle, *which should be on its way to stores as you read this! For more news on this full-length interactive cartoon, check out page 5. The CD-ROM version will even be a completely voiced talkie!! In other news, they've just discovered something called "outside!"*

The reference guide to the *Secret Weapons of The Luftwaffe* game I purchased recently indicates that I should have received "fold-out battle maps" with my game manual. Since the battle maps were not included in my package, could you please forward some?

Richard D. Guest
Etobicoke, Ontario

These fold out paper maps are actually included in the software itself and were just in the first versions of the SWOTL manual as a "deluxe" edition. They were later removed when newer (and less expensive) versions of the game were released. We unfortunately do not keep a supply of these maps, otherwise we'd be happy to send some along! Your software, however, should fulfill all map needs.

I am the owner and regular player of *Their Finest Hour: The Battle of Britain*. I really enjoy the game and have become quite good at it, too good for any computer opponent. I seem to remember reading or hearing from someone that it was possible to play another person in a computer to computer hookup or with a modem. Could you please write me back explaining if it is possible or not and if so, how?

Patrick Williams
St. Louis, MO

There are a few flight simulators on the market that allow modem or "head-to-head" play, however technology has not yet advanced to the point where our games could allow modem play without significantly downgrading the quality of the flight model. Unfortunately, this cuts out modem play for Battle of Britain *and* Secret Weapons of the Luftwaffe. *Because we expect our games to be no less than perfect, we'd rather wait until we can do something superbly rather than sacrifice any realistic flight characteristics of the original simulation.*

I recently finished the game *Monkey Island 2: Le Chuck's Revenge*. In the past, I have equally enjoyed *Loom* and the first *Monkey Island*. The sound tracks, graphics, adventures, characters and interface were wonderful and the endings particularly fascinating. Now we come to *Monkey 2*. It's not to say that it was not equally outstanding, but I was thoroughly disappointed with the ending. I expected some glorious and exciting ending and all I got was a child's fantasy, flashing back to reality. Was that what the writers were aiming for? I would like to play fantasy adventure games for what they really are — enjoyable escapes to fantasy-not reality. Please continue to put wonderful games out for people like me, who would like you to stick to the fantasy part of games. That's why I love your games, to escape from my hectic lifestyle and float into someone else's life for a while.

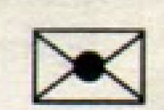
Kathy Sokolic
Garland, TX

A lot of people were confused by the ending of Monkey Island 2. The truth of the matter is that Guybrush was placed under yet another spell by the evil and scheming Le Chuck. If you watch the end credits, you will see Elaine Marley standing at the edge of the X, and she'll mention something about this.

I'm 12 years old. I really love your games and newsletter. But who gives a @$*#! about me? In the words of Threepwood, "About this____." I'm glad you have expansion disks for *SWOTL*. Why don't you make some for your other ones too? *BattleHawks*, for instance. In the manual one of the passwords is the name of the fighter Hellcat. It's not hard to figure out its an American fighter. Make these expansion disks for action seekers who want to find action on their home computer that's not an ordinary shoot 'em up game. So stay the emperor of the universe of adventure.

Andrew Blice
Maitland, FL

We give a @$#! about you, really. Right now all our expansion disk efforts are being concentrated on X-Wing, which will have four expansion planes and even a sequel by 1993. We hope this will keep us the emperor of the universe, too!*



The Adventurer

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Publisher Fred Edison
Editor Wallace Poulter
Art Director Mark Shepard
Artists Peter Chan, Steve Purcell
Contributing Writers Khris Brown, Robin Parker, Wayne Cline, Wallace Poulter, Wendy Clark, Sue Seserman, Casey Donahue
Producer Wallace Poulter
Print Production Carolyn Knutson

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added sense of drama and realism.

Throughout their quests, student detectives actively participate in problem-solving exercises. Each area within the cabin contains extensive and relevant information. The file cabinet, for example, allows students to watch and listen to video interviews from a range of experts. Biologists, U.S. wildlife experts, government leaders, professors, hunters and farmers offer insightful explanations, as if they were "live" in the classroom. By clicking on maps on the wall, students may travel via "video field trips" to any of the four major flyways across the North American continent. Data gathered during these excursions then is used in a series of simulated, on-line lab experiments. Students may also browse the bookshelves to learn about the effects that agriculture and pollutants have on the environment, review various research techniques, or consult the "Ducktionary" for unfamiliar terms. Throughout the investigative process, students will stumble upon clues that Paul has left behind which lead them in new directions.

"One of our objectives was to create a highly-interactive, discovery-based experience that both engages and sustains student interest and provides a meaningful context for learning life science concepts," explains Karla Kelly, Co-Producer of Paul Parkranger. "We even included students on the original design team of the product, working along-side the LucasArts writers, producers, and instructional designers, to ensure that the process of learning would be enjoyable and fun for kids."

Using multimedia as a window into the exploration of broader scientific concepts and environmental issues facing our planet today, students organize, analyze and make conclusions about a great deal of information. They formulate various hypotheses and exchange ideas while realizing that there are no simple answers to many of their questions. The product promotes in-class discussions that address the social, political and economic implications of such ecological problems.

"Today's kids love to learn about protecting the environment," says Casey Donahue, Associate Producer at LucasArts Entertainment Company. "Paul Parkranger gives them the chance to sink their teeth into a current issue, explore the material at their own paces, and then come up with unique solutions."

Paul Parkranger and the Mystery of the Disappearing Ducks will be released across the nation by Coronet/MTI Film & Video in Spring, 1993. Look forward to hearing from America's newest environmental hero in a school near you! **ESC**

Students may also browse the bookshelves to learn about the effects that agriculture and pollutants have on the environment, review various research techniques, or consult the "Ducktionary" for unfamiliar terms.

SAM & MAX FREELANCE POLICE

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LETTERING BY: L. LOIS BUHALIS

YOU KNOW, MAX, 66% OF ALL VIOLENT CRIMES ARE COMMITTED BY MONSTERS. I WOULDN'T HAVE BELIEVED IT MYSELF IF I HADN'T JUST MADE IT UP.

THEN I SUPPOSE WE'RE BOUND BY DESTINY TO *DESTROY* AS MANY MONSTERS AS POSSIBLE FROM NOW UNTIL THE *END OF TIME*, OR UNTIL WE FORGET TO.

WELL WHADDAYA KNOW? *THERE'S* A FEROCIOUS MONSTER *NOW*.

LOOKIE HERE, THE TOP OF HIS HEAD IS *RIGHT OFF!* AND THERE'S SOME STUFF MISSING.

WELL THAT'S JUST FINE. HE PROBABLY WON'T SQUIRM AROUND AS MUCH WHILE WE'RE DISMANTLING HIM.

DON'T *I* GET A BLOWTORCH?

LOOK OUT, SAM! HERE COMES A SHRIVELED DWARF BRANDISHING HIGH-TECH BRAIN INSTALLATION APPARATUS!

FHUP

HEY! NO! STOP!

Mmmm. OKAY, *Uh*...GUESS IT'S TIME TO START HURTIN' FOLKS.

HEY, MISTER-- YOU REALIZE OF COURSE THAT WITH THE GIFT OF A SEMI-FUNCTIONING CONSCIOUSNESS COMES A WHOLE HOST OF COMPLICATIONS.

FIRST OF ALL, THERE'S LOTS AND LOTS OF SCHOOL--

AND THEN SELECTIVE SERVICE REGISTRATION.

CHRONIC UNCERTAINTY FOLLOWED BY MORE SCHOOL AND MAYBE A REWARDING JOB MOPPING UP CAUSTIC RADIOACTIVE LIQUID SPILLS.

FEDERAL INCOME TAX!

DOES THE TERM "*DATING*" MEAN ANYTHING TO YOU?

MARRIAGE! CLOSELY FOLLOWED BY BABIES! LEGIONS OF BABIES!

THAT'S TELLING HIM, SAM.

Whew.





The Empire will strike back this Christmas!

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LucasArts Games
P.O. Box 10307
San Rafael CA 94912

